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THE Hobbit™

Prima's Official Strategy Guide

Jeff Barton

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Acknowledgments:
Prima thanks Steve Beinner, Yoh Watanabe, Troy Skinner, Kristine Bryan, Chuck Lupher, Jaime Grieves, Tharlie Richardson, Conan Chamberlain, Niko Simonson, and Daniel Greenberg (Creative Director, Tolkein Franchise) for their help in the creation of this guide.

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ISBN: 0-7615-4279-5
Library of Congress Catalog Card Number: 2003109331
Printed in the United States of America

03 04 05 06 GG 10 9 8 7 6 5 4 3 2 1

Prima Games
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Introduction

Welcome to Middle-earth™

The Hobbit will transport you to the land of Middle-earth; the home to some well-known characters. The stories published of Middle-earth begin with this one—the tale of Bilbo Baggins and his great adventure.

You take Bilbo through an adventure filled with fantastic creatures, a powerful Wizard, stolid Dwarves, and an ancient Dragon—an adventure in which the Hobbit travels far from his comfortable Hobbit-hole to find treasure.

So take up your controller and read along as we guide you through the world of Bilbo and his companions. The dangers are many and the rewards are great.

Multiple Platforms

The Hobbit is available on several platforms. The walkthrough and all content are relevant to all platforms because the game is identical on each one.

So, no matter what version of the game you're playing you can find the information you need in this guide.

Controls

The major difference between the game versions is the controller buttons. In our guide we use the generic terms for the buttons. We say "attack button" or "jump button," instead of calling out specific keys. This allows you to use the guide easily no matter what platform you use.

Refer to your game manual to find out the key or button that corresponds to each generic term.

The Characters

Bilbo Baggins

Bilbo Baggins of Bag End, Hobbiton, has a comfortable life in the Shire with few worries and no adventure—which is how he likes it. Hobbits are not given to exploration, at least not much, and Bilbo is a gentle Hobbit who enjoys his quiet way of living. That is, until an unlikely host of guests arrive and turn things upside down for Mr. Baggins.

Without knowing why, Bilbo is hired by a troop of Dwarves searching for their hereditary treasure. Gandalf the Wizard, it seems, has assured the Dwarves that the Hobbit is an accomplished burglar. The thought of such high adventure, while at first discomfiting, awakens in Bilbo a strange longing. Most likely it is his mother's Tookish blood that spurs Bilbo to accompany these strange companions.

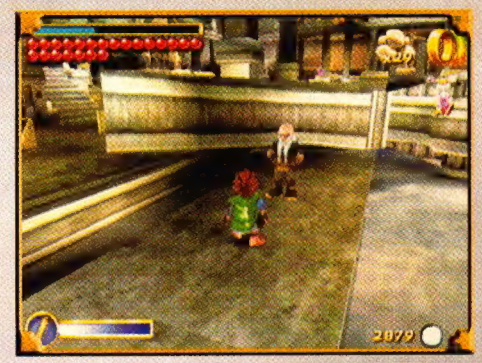
He has no notion of how things will turn out, or even what he is expected to do, but believes it will all become clear in time.

Gandalf

A Wizard never prematurely reveals his plans. Gandalf has brought together Bilbo and the Dwarves for mysterious reasons. He only says that a Wizard does not make decisions lightly and that his faith in the Hobbit is well-founded.

The Dwarves may not be convinced for a time, but trust Gandalf's wisdom. The Wizard has a vast store of knowledge and has proven himself to be resourceful on many occasions. He is the only one among the Wise who believes Hobbit-lore.

Thorin Oakenshield



Leader of the troop of Dwarves and grandson of the King under the Mountain, Thorin is an imperious Dwarf with a map that leads to the treasure of his ancestors. However, guarding that treasure is a Dragon named Smaug.

With his companions, Thorin plans to find a secret entrance to the Dragon's mountain, recapture his gold, and restore his family's kingdom. To do so, he needs the help of Gandalf, who has suggested the services of Bilbo Baggins.

The Hobbit, to Thorin's eyes, looks unlikely to amount to much. With so much at stake, can this little burglar rise to the task?

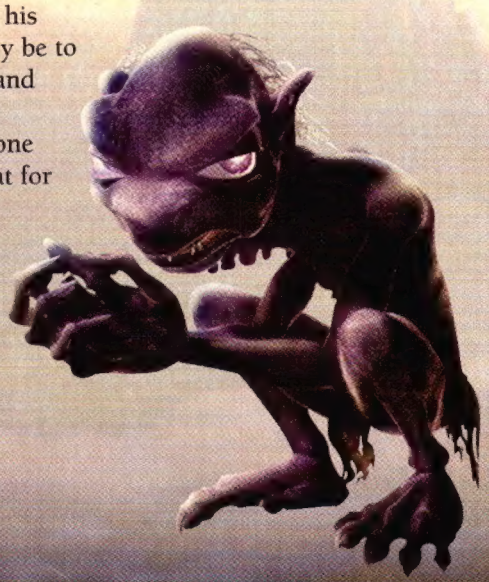
Thorin's Followers

Twelve Dwarves accompany Thorin with the mission to recover his ancestral treasure. Kili, Fili, Bifur, Bofur, Dori, Nori, Ori, Óin, Glóin, Bombur, Dwalin, and Balin are all in attendance, stout and true.

They travel to the mountain and on the way may have things for Bilbo to do. No one pays the Hobbit much mind, but he takes care of the tasks the Dwarves set. Perhaps by the end they'll see how useful a Baggins is.

Gollum

Living in a lightless cave has sharpened Gollum's hearing and smell. He hunts for fish and takes care of his Precious. Bilbo's most important accomplishment on his adventure may be to find Gollum and his Precious; although no one will know that for some time.



Smaug

Ancient and powerful, Smaug the Dragon guards his hoard in the mountain. Having spent so long with his treasure, Smaug knows every coin and jewel. He has not been disturbed for a long time and with good reason.

To wake the Dragon's anger would mean dire consequences for the offender and anyone nearby. And it is to Smaug's lair that Bilbo and the Dwarves travel, intent to retrieve the Dragon's treasure.

The Basics

The Heads Up Display (HUD)

The game screen seen throughout the game constantly displays important information. Each corner tells you something different, as shown in this screen.

1. Courage Point Bar and Health Bubbles—As you collect Courage Points, the Courage Point Bar fills. It's a slow process explained in detail later in this section.

The Health Bubbles indicate Bilbo's well-being and empty as he takes damage. A small hit changes a full bubble into a smaller one. A second small hit empties the bubble, leaving it gray instead of a healthy red. You must restart at the last point you saved if you lose all your health.

2. Health Potions—The icon in the upper-right corner is a Health Potion. The number over it lets you know how many potions Bilbo carries.

3. Silver Pennies—As explained later in this section of the guide, Bilbo collects Silver Pennies he finds on his journey. The icon in this corner keeps count.

4. Weapon equipped and special attack bar—The circle in the lower left corner shows what weapon, if any, Bilbo has in his hands at the moment, ready to use. Next to that is a bar. When the bar fills with blue, Bilbo performs a Jump attack, as described in the combat section of this guide.

The Ways of the Hobbit

Understanding Bilbo's basic movements and controls is an easy task. Using them to get through the game is more challenging due to tricky spots he negotiates. The first step is getting comfortable with the various moves the Hobbit can make. This section goes through all the moves in detail.

Walking

To move Bilbo, use the control stick. Press all the way forward to have him run, and pull all the way back for him run toward the camera. Left is left, right is right.

If you must negotiate a narrow ledge, slow down and take it easy. For Bilbo to walk at a slow pace, halfway press the control stick.

Bilbo faces the camera when you pull back on the control stick.

Walking slowly along a treacherous path is the best way to stay safe.

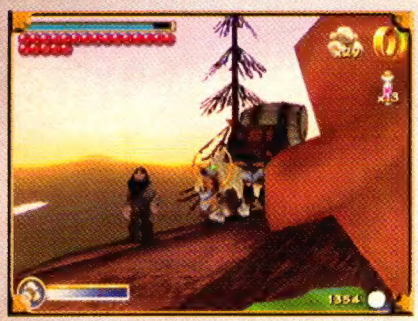
Camera Views

Using the camera control stick provides a sense of your surroundings. You can even get a bird's-eye view over Bilbo.

Because pulling back on the control stick makes Bilbo face the camera, shift the view to see what's ahead of him. Use the camera control stick to swing the view around Bilbo. He always remains central to the view on screen.

NOTE You can also move the camera up and down. This is helpful if you must see over a ledge or look up a wall.

Press the first-person view button to bring the camera in close to Bilbo, as though it's looking over his shoulder. From here you can use the control stick to move the view 360 degrees and get a good range of sight up and down.



Need to look around? Click into first-person view for a good field of vision.

TIP If it looks like Bilbo has nowhere to go, use the camera controls to view your surroundings. Just out of sight may be a ledge, vine, or other route.

Jumping

All Hobbits are short. Bilbo is a Hobbit. Therefore, Bilbo is short. This means he must get vertical to reach some areas. Bilbo must also cross many gaps. Jump to accomplish all this.

When Bilbo is still, press the jump button to make him hop straight up. If the little fellow is moving, press the jump button to make him leap forward.

Bilbo jumps a lot, leaping from rock to rock to stay dry.

Sometimes the gap across is large and a regular running jump won't clear it. Luckily, Bilbo brought his Walking-stick, which he uses like a pole-vaulter to gain extra distance.

To perform the Pole Jump, run forward (toward the gap over which you need to get). Before the edge, press and hold the crouch button, then press your jump button. Bilbo launches himself across the distance with the aid of his stick. Practice this move a few times on flat ground before using it in a dangerous situation.

The Walking-stick helps Bilbo cross a large empty space.

TIP The Jumping attack only works when the Weapon Meter is not full. Jump, and while in the air, press the Attack button multiple times. This makes Bilbo slash in front of him several times.

Hanging

Ledges abound in *The Hobbit*™, and you need to know how to deal with them.

When faced with a ledge over Bilbo's head, stand next to it and press the jump button. The plucky Hobbit grabs the edge and hangs there. Press the control stick left or right to adjust his position. Press forward on the control stick, and Bilbo hauls himself up to the higher level.

Sometimes Bilbo encounters narrow ledges he can use to cross treacherous gaps. Jump to get him hanging, then move left or right to slide him along the ledge.

Climbing

Sometimes jumping isn't enough and Bilbo must use a ladder, vine, or rope. One is usually handy when you need it.

When challenged with a ladder, have Bilbo face it and press forward. He'll ascend. Some other climbable surfaces (a rock wall with vines crawling down the face) act as ladders.

Bilbo is agile.

Vines and ropes are a different matter. You'll need to jump onto a vine or rope. Aim and the Hobbit grabs on. After he's got a grip, push up on the control stick to scramble up, or down to descend. When you hold the stick down, Bilbo slides to the bottom. Don't worry about slipping off—he stops at the end.

Be aware of the different vine types. Most are green; some are darker. The dark vines won't hold Bilbo's weight for long. They snap after a time and don't grow back. So you have one shot to use them.

Some vines change length when Bilbo grabs one. He'll drop as it lengthens, but don't let it startle you.

When he's lined up, Bilbo reaches out a hand.

Use vines to progress across an area by jumping from one to another like a monkey. Carefully aim. Press the control stick left and right to rotate Bilbo on the rope or vine. Bilbo reaches out one hand toward the target line after he lines up to jump. Press the jump button and he leaps to the next one.

TIP When jumping from rope to rope, Bilbo drops a bit. So make sure you're up high before pressing the jump button.

Crouching, Sneaking, and Sliding

The crouch button has several uses. It plays a part in the Walking-stick jump move, as discussed earlier, and is the first tool for getting around unnoticed.

Press and hold the button to make Bilbo crouch. He'll hunch over and be shorter than usual, able to hide behind rocks, boxes, or whatever other low objects are around.

Discretion is the better part of not being eaten by Trolls.

Hold the crouch button while moving the control stick, and your hardy Hobbit sneaks forward on tiptoe. A foe is unaware of you if you creep along on tiptoe, as long as you're not seen.

Now and then a crouch won't get you under a ledge. To get past it, you need to use the slide. Have Bilbo run forward and, simultaneously, press and hold the crouch button. The Hobbit slides, keeping low and traveling a short distance.

TIP While on a ladder, press the Attack button to slide to the bottom.

Interaction

To traverse the perils of Middle-earth, you must interact with people, creatures, and objects. Almost all the interaction is accomplished with the action button. When you approach something you can talk to, manipulate, open, etc., an icon of the action button appears above it, as pictured in the screenshot.

When you can interact with an object, a floating vision of the action button appears over it.

Press the button and Bilbo does what he needs to do, whether it's to save a game, grab a block, talk to a Dwarf, or whatever other task needs to get done.

Moving Blocks

At many points, Bilbo must move blocks to get where you need to be. The process is simple. Position Bilbo next to the block and press the action button. The Hobbit grabs hold, and you can use the control stick to move the block around.

Press the jump button while grabbing onto a block to flip it.

Bilbo needs extra height now and then.

Pick-ups

As Bilbo travels with his Dwarf companions, he discovers many items that help him progress through the treacherous places of Middle-earth. These pick-ups are often hidden, so you may need to search to find everything.

Items are hidden in various places, such as bushes and boxes. Some are in areas that are difficult to reach. These items are optional; you don't have to grab them to complete the game, but they offer a good challenge to those who want to gather all the pick-ups.

A lot of things are right in your path.

Check bushes for items....

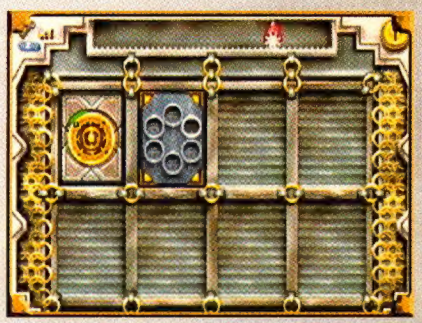
Breakable objects, such as boxes and pots, can hold pick-ups.

Chests usually hold something of interest inside, though some are locked.

TIP With most pick-ups—Courage Points, pennies, etc.—you don't have to be on top of them to retrieve them. Get close and they pop over to Bilbo.

Lock-Picking

Finding a locked chest introduces a new challenge. Bilbo has a talent for picking locks, but you must help to make sure he does it right. When you attempt to open a locked chest, the lock-picking screen appears. Several "windows" in the screen represent the different lock tumblers. You may only pick one or, if it's a difficult lock, a total of eight.



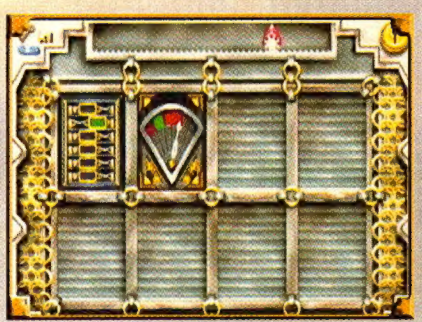
The lock-picking screen will become familiar to you.

A gear runs from right to left above the windows. This shows the time you have to pick the lock. If the gear reaches the left of the track, the time's up and you must try again. Some chests have defenses. If you fail to pick the lock, Bilbo can take damage or be poisoned.

Although there are several types of tumblers, the objective is the same for each one: Press the action button when the indicator shows green. So when the tumbler is a turning gear with an arrow pointer on it, you press the action button when the pointer is on the green area and avoid the red area. Continue pressing the action button on the green areas until you pick the lock.

If you hit the action button on the red space, you'll fail to pick the lock and get booted out of the lock-picking screen. If you hit the action button in a gray space, the timer gear skips ahead and shaves seconds off your time.

Hitting the action button when the pointer is in the red space also sets off any traps on the locked chest.



In this type of tumbler you must press the action button when the arrow points at the green space, not the red space.

Courage Points

Courage Point gems are almost everywhere.

The most numerous of all the pick-ups, Courage Points are found throughout Middle-earth. They take the shape of colorful gems Bilbo discovers in many places. On the ground, high up on ledges, hanging in midair below vines, and so on. The gems also explode from defeated enemies. It takes courage for a little Hobbit to attack a large foe, and Bilbo is rewarded when he does so. Courage Points can be hidden in boxes and bushes, so scour the countryside for them as you go.

The points you earn fill your Courage Point bar. When you gather enough gems to fill the bar, you gain another Health Bubble. Plus, the next Health Bubble heals Bilbo. So, if you're hurt and are only a few more Courage Points away from filling the bar, grab a couple more gems, fill your Health Bubbles, and add a new one to your count.

Filling up the Courage Point bar takes time, but it's worth it.

TIP Look for Courage Points, especially blue, to show Bilbo where to go. Often this means that a row of Courage Points leads down a path, up a rope, or on platforms in an attempt to point Bilbo in the right direction.

Silver Pennies

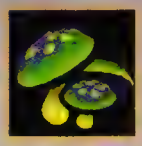
Big or small, the pennies come in handy.

Bilbo has a hole in his pocket and his Silver Pennies have spilled all over Middle-earth. They have tumbled and spun out into the farthest reaches and the deepest crevices of the world and it's up to you to find them all.

Gathering the shiny coins allows you to buy items from the vendor you visit at each level's end. Save up for the high-ticket items, such as Waters of Fortitude, or spend a few pennies to stock up on items like Throwing Stones.

The vendor's stock doesn't change, but it takes awhile to buy it all.

Mushrooms



Feeling low? A mushroom picks you up.

Scattered around Middle-earth are light blue mushrooms. Hobbits like mushrooms and for good reason; they restore Bilbo's Health in the game. Each mushroom fills an empty Health Bubble. A single mushroom restores one health; the multiple mushroom pick-up restores up to six health. Areas that are thick with enemies have a handy supply of mushrooms. Using mushrooms helps save Health Potions.

Potions

Health Potion

Antidote Potion

Waters of Vigour

Waters of Fortitude

The few potions you encounter in *The Hobbit*™ improve Bilbo's health. Some you'll find infrequently, another is rare, and the fourth is only available through the vendor at each level's end.

TIP Bilbo starts with a small medicine chest in his inventory. It allows him to carry five Antidote Potions, five Health Potions, and one Waters of Vigour Potion. You can acquire larger medicine chests as the game progresses.

Antidote Potions cure Bilbo when he's poisoned. Don't hesitate to use an Antidote Potion. Poison damages the Hobbit over a few moments, so if you cure it quickly, he loses less health.

Health Potions restore up to six bubbles of Health when quaffed. So don't use one when you lose only a few bubbles. Wait until you need to heal (and no mushrooms are around) before using a Health Potion. For a quick healing during battle, press down on the D-pad to use a Health Potion.

A Waters of Vigour Potion will, when taken, heal you. It fills your Health Bubbles, cures any poisoning, and creates up to 10 purple health bubbles that take damage for you. While you have the purple health bubbles, you cannot be poisoned. Plus, the potion protects Bilbo from any further damage for a short time.

The final potion is the Waters of Fortitude. Sipping its magical liquid adds a Health Bubble to Bilbo. You can buy Waters of Fortitude at the vendor, but it's the most expensive thing on the menu with a cost of 2,000 pennies.

Throwing Stones

Although the use of Throwing Stones is described in the Combat section of this guide, some mention must be made of the rocks you pick up.

Unlike Bilbo's other weapons, Throwing Stones are depleted with each attack. To replenish your stock, you must find them lying around or buy them at the vendor.

This orange potion adds fire to your rocks.

You also find potions that give the rocks a boost. Fire Rock Potion is an orange liquid; the Ice Rock Potion is a blue tincture. When you find one, it's a harbinger of many foes ahead.

NOTE The Rock Bag limits the amount of Throwing Stones you can carry. However, you can purchase larger Rock Bags from the vendor to increase our Hobbit friend's carrying capacity.

Skeleton Keys

When you don't have the patience to pick a lock, use a key.

Skeleton keys you purchase at the vendor or find on the ground in some places let you bypass the lock-picking screen when faced with a sealed chest. This saves you time and trouble because the key gets you past any traps.

The Vendor

At each level's end, you can spend your hard-earned Silver Pennies. Before the next level begins, a vendor screen appears where you can purchase items that may be useful on the journey.

Gather enough pennies, and you can buy the more powerful items.

Bilbo also can find some items during the game. Health and Antidote Potions, and Throwing Stones are scattered throughout Middle-earth, but you may need a potion before you find one, and your stone count may be low when reaching the vendor.

Upgrades to the Rock Bag and medicine chest allow you to carry more items. These upgrades are useful as the game progresses and the threats faced get more dangerous.

Waters of Fortitude can bump up Health Bubbles, making Bilbo a hardier adventurer. However, it's an expensive potion and collecting Courage Points achieves the same result. So, if you've been diligent about getting the Courage Point gems, you may not need to spend the silver on a draught of Waters of Fortitude. But, if you feel like you're taking too many hits, an instant extra Health Bubble can put your mind at ease.

Here's a table of the vendor's wares and how much each item costs:

Vendor Stock and Prices

Item	Price (in Silver Pennies)
Antidote	40
Health Potion	40
Medicine Chest Upgrade 1	500
Medicine Chest Upgrade 2	1,000
Rock Bag Upgrade 1	500
Rock Bag Upgrade 2	1,000
Skeleton Key	80
Throwing Stones	1
Waters of Fortitude	2,000
Waters of Vigour	1,000

The upgrades for your Rock Bag and medicine chest allow Bilbo to carry more items. For the Rock Bag, the first upgrade increases the number of stones you can carry to 20; the second upgrade bumps the total to 30.

The first medicine chest upgrade allows you to carry 10 each of the Antidote and Health Potions, plus two Waters of Vigour vials. The second upgrade boosts the carrying capacity to 15 each of the Antidote and Health Potions and three Waters of Vigour vials.

NOTE You cannot buy the second upgrades to the Rock Bag and medicine chest until you purchase the first upgrade.

Combat and Tactics

Combat

Middle-earth is a dangerous place for a Hobbit far outside the calm fields of Hobbiton. Luckily, Bilbo Baggins is a sturdy adventurer, and the few weapons at his disposal serve him well. Never underestimate the cleverness of a Hobbit.

Bilbo is a Hobbit. Hobbits are small and resourceful, not large and brutal. That means smart fighting takes you further than wading in and wildly swinging.

Fighting off perilous creatures helps Bilbo work up an appetite for a second breakfast.

Mr. Baggins is quick, as fast or faster than most of the nasty things that want to harm him. Use this to your advantage. Dart in for a strike and run away. Then when the time is right, turn and smack at your foe again.

Or avoid fights. You may lose a few Courage Points, but keeping Bilbo healthy is a higher priority. When you're full of Health potions, or the area is full of mushrooms, you can take more risks.

An ample supply of mushrooms is an excuse to boldly attack.

Know your enemy. Find out how he or she attacks and get a feel for his or her range. Spend time early on studying the creatures you'll face. The better you know your enemy, the less fear dictates your actions. And entering a battle without fear lets you take a more considered (and safe) approach to a fight.

The Water-leapers are scary. Fast and strong, they may seem overwhelming. However, get familiar with them and they're less of a challenge.

Enough theory, let's take a look at what your tools are in the perilous wilds of Middle-earth. Traveling with Dwarves is never easy, and these Dwarves are leading you to a Dragon. You'll need all the help you can get.

Weapons

During his adventure Bilbo handles three weapons: the Walking-stick, Sting, and Throwing Stones.

You start with the Walking-stick, but soon add Throwing Stones to your arsenal. You find Sting later, but until then the more mundane weapons will see you through.

The bite of Sting becomes known among the fell creatures of Middle-earth.

Use of Weapons

You must know how to equip your weapons. Each weapon has a corresponding direction on the pad. Press to the left and Bilbo draws his Walking-stick. Press left again and he puts it away. Press right for Throwing Stones and up to unsheathe Sting. Pressing down uses a Health potion.

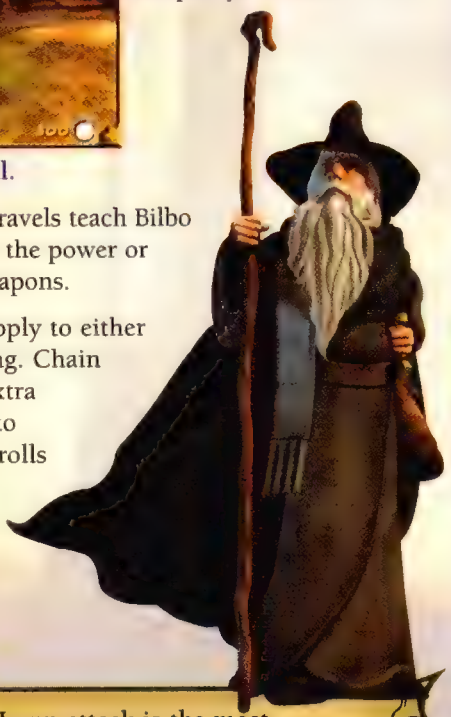
Going unarmed is not a good idea.

A training scroll.

Second, figure out quickly where the attack button is. The attack button is the same no matter what weapon you hold.

Scrolls found in your travels teach Bilbo new techniques, or boost the power or efficiency of the three weapons.

Jump attack scrolls apply to either the Walking-stick or Sting. Chain attack scrolls give you extra attacks before you have to pause. You'll also find scrolls to beef up the power of your Rock attack.



NOTE The Jump attack is the most important means of attacking for the adventuring Bilbo Baggins. This move deals the most significant damage, and as upgraded by Training Scrolls, can be used to knock back enemies, knock away shields, and inflict damage to enemies surrounding Bilbo. There is a meter in the lower left of the screen that keeps track of the Jump-attack ability. After the meter fills, Bilbo can again perform a Jump attack.

Walking-stick

A sturdy branch helps Bilbo along the path.

Although it may not seem like much, the Walking-stick is a valuable tool. Not only does it defeat Orcs and other nasties, it can help Bilbo cross large gaps with the Pole Jump (see the previous section in this guide on jumping).

With the Walking-stick, the Jump attack is always present; press the jump button and then, while Bilbo is in mid-air, hit the attack button. The Hobbit slams the stick down with increased power.

Finding scrolls for the Walking-stick either pumps up your Jump attack power, or allows you to chain more attacks together (the highest level is a three-attack chain). In addition to increasing the Jump attack damage, later scrolls will allow Bilbo to knock back all enemies around him when the move is performed. This effect also increases as he finds new scrolls.

A Jump attack can do more damage.

Sting

A blade to protect you and light the way.

Shorter but more damaging than the Walking-stick, Sting glows blue. You can use the sword to light a dark cave (where you'll end up many times). It doesn't have the same sweeping radius as the Walking-stick, but makes up for that in damage. Sting harms enemies more than the stick.

Other than that, the blade works in the same way. You press the attack button to swing at your foes or use a Jump attack to smash shields and knock down enemies.

The blue blade keeps you on the right path in the dark.

As with the Walking-stick, training scrolls either add attacks to the Chain attack ability or increase the power of your Jump attack.

Throwing Stones

The rocks are effective.

The Throwing Stones are the only weapons that allow you to attack enemies from afar. Use the first-person view button to get into the targeting mode and use the attack button to throw. When you're in the first-person view and have rocks, you'll see a targeting reticle. Use it to aim, then fire. You can throw stones faster while in normal third-person mode, and Bilbo will often auto-aim for you when you do this!

The rocks have three temporary upgrades that you find here and there as you play. You can find Fire Rock, Ice Rock, and Exploding Rock upgrades. These add a little extra something to missiles.

The potions are colored orange (fire) and blue (ice). Grab one and your rocks charge with the power of fire or ice for a limited amount of time. The fire rocks cause damage to targets, the ice rocks freeze them solid. Freezing allows you to either clear away their companions without them bothering you, or safely hack at them.

A frozen enemy.

Targeting

Targeting a specific foe helps out in a few ways. After you choose who to target, Bilbo focuses on that enemy, remaining locked onto it no matter how it moves.

When you press the Target Lock button, the targeting marker (red) appears over the head of the enemy in front of the Hobbit.

A targeted enemy gets a special marker.

NOTE Targeting a foe when you do a Jump attack reduces the chance that you'll miss and waste the Jump attack energy.

The One Ring

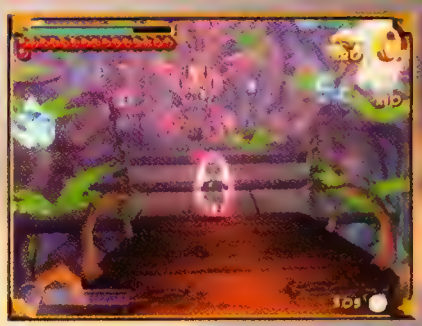
After you find the One Ring, use its unique abilities to help on your adventure. When you equip the Ring, Bilbo becomes temporarily invisible. The Ring Meter is in the upper-right corner of the screen.

When you equip the Ring, the meter starts to empty. When the color is gone, the Ring slips from Bilbo's finger and he is visible once more. You don't have to fully recharge the meter before using the Ring again, but equipping it when the meter is low means you'll be invisible for a short time.

The Ring Meter is fully charged.

Enemies can sense you even with the One Ring equipped. You'll know when these foes are around because Bilbo glows red. Be prepared to fight when that happens, because the Ring's invisibility will not protect you from attack.

The other drawback to using the Ring is that you can't use your weapons and remain invisible. Equipping the One Ring makes Bilbo put away all his weapons.



When the red glow appears, it means something can see you.

Tactics

When it comes time to fight, use whatever knowledge you can get to give yourself an advantage. Bilbo has many tools to help him on his adventure, from items to weapons, but learning a few combat tricks helps him survive in the wilds of Middle-earth.

Stick Sweep

The Walking-stick is superb for clearing away enemies in front of you. It has a better radius than Sting and you can use it to make sweeping arcs that strike multiple foes to keep them back.

In a crowd and need space? Arm yourself with the Walking-stick and make a few quick attacks to free yourself.

Hit and Run

Although you can't solve Bilbo's problems by running from them, you can keep him healthy by using hit and run tactics—attack an enemy, then turn and run away.

Running is often the best option.

This works because the foe doesn't have time to counter attack. When you charge in and press the attack button rapidly, Bilbo pauses, allowing his opponent to strike back. If you run in, attack once or twice, then run away, you stay safe. Maintain the hit and run until the enemy is down for good.

Rock to Melee

Sometimes you'll see a monster across a distance as it charges at you. If you have time, bring up your Throwing Stones and hit the monster at least once. When it gets too close, switch to your stick or sword. Hitting it with the rocks from afar, if it doesn't destroy the monster, at least wounds it before it gets in close, making it easier to defeat.

Start with a Throwing Stone....

Target to Jump

Using the Jump attack on a targeted enemy offers a better chance of success. Use your target button to lock onto a foe, then use the Jump attack. This is more precise than a regular Jump attack.

Camera Position

Keeping sight of your foes is important in any battle. Sometimes the camera swings to the side or moves so that you're facing Bilbo. When you're in a fight, ensure that the camera is behind Bilbo, showing you who (or what) is in front of him. You can't make good decisions about an attack if you can't see who you're up against. Targeting an enemy automatically moves the camera behind Bilbo.

During battle, keep the camera behind the Hobbit.

Walkthrough Intro

The numbers on the maps correspond to the numbers on the screens that come after each map. They point out important places, landmarks to keep you oriented, and tough monsters you must face.

This guide provides the best path to follow through the game. We get you to out-of-the-way places and out of the trouble spots.

Maps and Quests

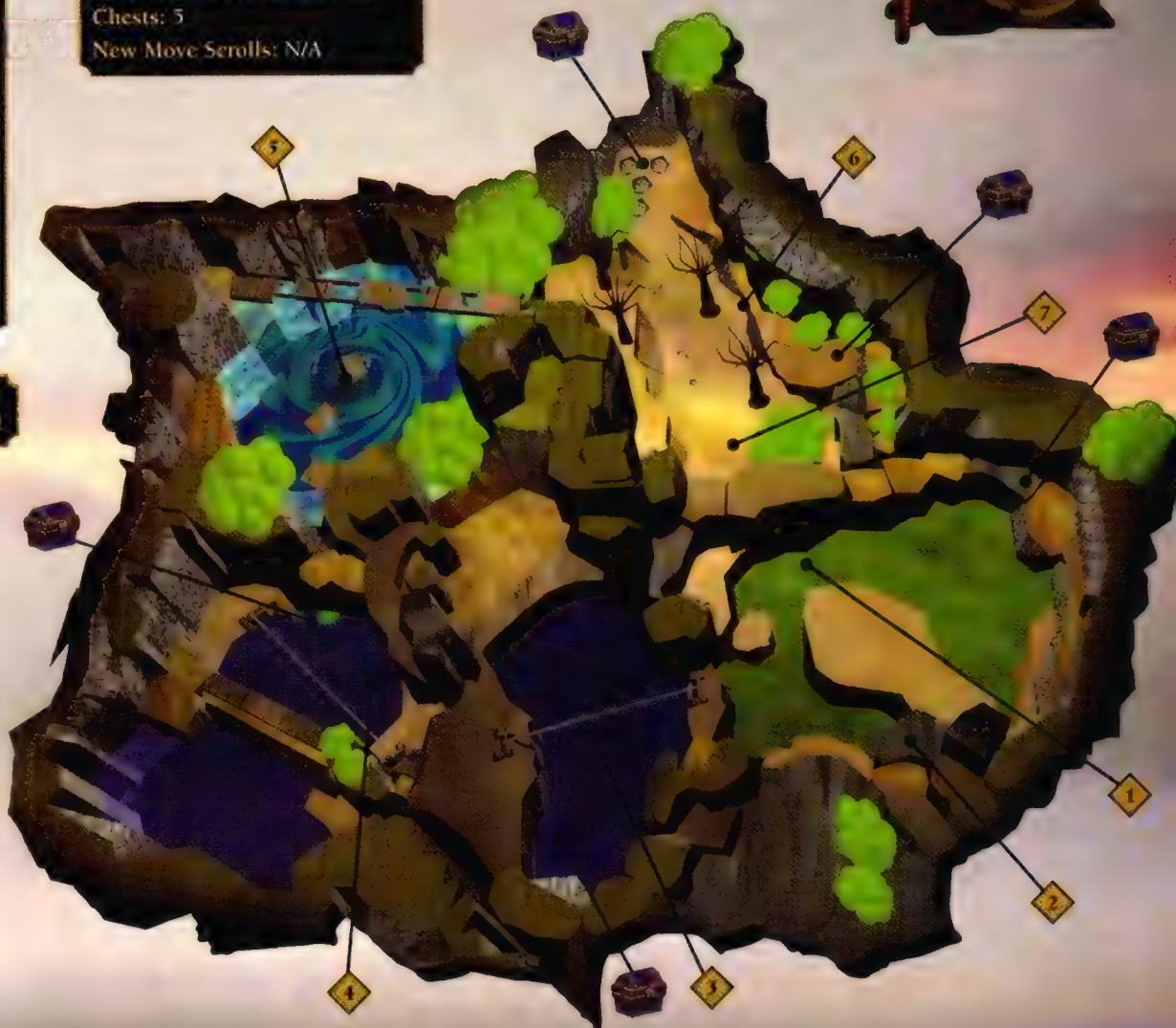
Each map provides a quick list of general information about the area shown. It reveals the given quests and the pick-up items in the level like so:

Legend

Quests: 8

- ◇ Talk to Thorin
- ◇ Investigate light
- ◇ Lower water
- ◇ Raise water
- □ Bring a burberry plant to Kili
- □ Find burberry plant
- □ Return burberry plant
- ◇ Steal wallet

Courage Points Available: 1,200
Silver Pennies Available: 400
Chests: 5
New Move Scrolls: N/A



Note

◇ = Required □ = Optional

The quests listed are tasks Bilbo must perform on that level. Often these quests are essential for you to complete so that you may move forward.

You must complete required quests to progress in the game, while you can skip the optional ones to get on with the game and move to a new level.

Chapter 0: Dream World

Our story starts with Bilbo Baggins, a respected Hobbit living an adventure-free and comfortable life. That is, until Gandalf the Wizard invites him on a great adventure.

Despite Bilbo's attempt to decline the offer, Gandalf returns to Bilbo's home with 13 Dwarves, with whom his adventure soon begins.

Upon hearing of his involvement, volunteered by Gandalf himself, Bilbo faints and begins the most bizarre dream....

A Little Hobbit's Big Dream

"Well, Baggins. You've dreamed your way into this; you'll have to dream your way out."

Before you go tramping off into a war waged between Goblins, Men, and Elves, all of which are twice your size, take a moment to familiarize yourself with the controls. This only takes a moment and the war is not going anywhere. Besides, in this first trench, you need only to find the steps exiting the trench; fighting the Goblins is entirely up to you.

This imaginary battle is a good place to get comfortable with Bilbo.

Now that you have the hang of running around and know which buttons jump and which attack, go ahead and give aid to the overwhelmed Men and Elves ahead. This is only a dream, so don't worry about getting injured. You also needn't lose any sleep if one of your allies falls in battle. The stone steps at the end of the clearing serve as an exit when all the Goblins have met their demise, or you simply have had enough.

TIP As mentioned earlier, you do not have to fight in this first battle, but it is good practice for the adventures to come, when the stakes are higher.

The Jump attack is a staple of Bilbo's fighting abilities. It is a good idea to master this while you cannot be harmed. The combat section of this guide explains the Jump attack in detail.

A quick hop or two over these stone steps leads you into another trench where another battle is taking place.

Quest Complete

The Second Dream World Trench

This battle is slightly different from the one in the first section. All the foes *must* be defeated before you can move on. Your Elf, Human, and Dwarf allies take care of a number of enemies, but Bilbo has to do his share to end the fighting. A ladder lowers when all the Goblins have been defeated. Climb the ladder to complete the quest, which also completes the wake-up quest.

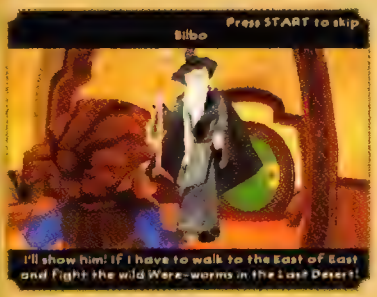
Quest Complete

There are exploding barrels at the rear of the second trench. Use these to your advantage by hitting them, since you cannot be harmed, or by tossing a Throwing Stone at them. To toss a stone, press the button or trigger to enter first-person view, aim, and press the action button to throw. Either method results in a damaging bang.

When Bilbo wakes, he decides that he does indeed want to explore and fight. And to his own astonishment, he agrees to go with the Dwarves on their adventure.

Chapter 1: An Unexpected Party

Bilbo overslept a little after his most bizarre dream, and awakes to Gandalf hurrying the young Hobbit to ready himself for his journey.



Now excited for the journey at hand, Bilbo is ready to travel to the East of East, fighting all the monsters that come across his path. For now, Gandalf explains, you merely have to meet up with the Dwarves at the Green Dragon Inn.

No time to pack and prepare, Bilbo. Retrieve your Walking-stick and meet the Dwarves. They are waiting for you.

Courage Points Available: 1,400
Silver Pennies Available: 100
New Move Scrolls: N/A

Legend

Quests: 23

- ◇ Meet the Dwarves
- ◇ Find Walking-stick
- ◇ Help fix bridge. Find: hammer, three bundles of nails.
- □ Retrieve Gammer's sewing needle
- □ Move Hanna's butter churn
- □ Retrieve provisions for Bombur: sugar, spice, wheat, three berries, three eggs, three apples, sausages, tea-cakes.
- □ Open Lorella's chests
- □ Scare off crows
- □ Find the four Hobbit children: Hamfast, Hilda, Bell, Sadoc

Note
◇ = Required □ = Optional

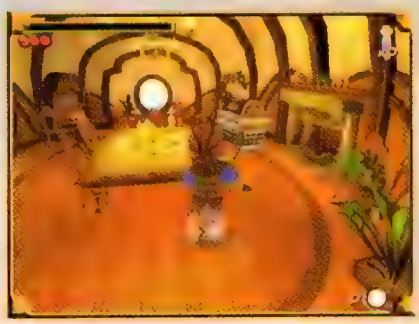
Home Is Where the Start Is

The time has come to start your journey, Mr. Bilbo Baggins. Explore your cozy hole in search of your first quest item, the Walking-stick. Like a true adventurer, you keep the Walking-stick in hand throughout your grand adventure through Middle-earth, and it aids you in many ways. If you can only remember where you put it....

As you enter the dining room of the small but quaint Hobbit-hole, a Courage Point lies in the archway. This red jewel is one of many Courage Points found scattered throughout the lands—in bushes, boxes, everywhere! Keep an eye out for these jewels; they come in various colors and sizes, and often are hidden in locations that seem out of reach. Your Hobbit cleverness should help you retrieve all such Courage Points from each stage of your adventure.

NOTE Check the Summary menu from the Quest Log (Start) to see how many Courage Points have been found out of the number available in the level.

Deeper into the dining room, next to the fireplace, is a chest. Open the chest by pressing the action button and grab hold of your trusty Walking-stick. Doing so completes the first quest. Take a few moments to poke around Bilbo's home before tramping off into the shire. The pictures of his family are most interesting.



What safer place in a Hobbit-hole to keep a Walking-stick than a chest?

Quest Complete

A Stroll Through the Shire

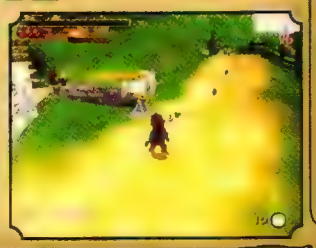
With your first quest item in hand, stroll through the shire to meet up with the Dwarves at the Green Dragon Inn. Open the door near Gandalf to exit the Hobbit home and let your journey begin. As he steps outside of home, Bilbo realizes that his pocket has sprung a leak, spilling all his Silver Pennies throughout the Shire. Like Courage Points, keep an eye out for these pick-ups around every corner of your journey.

Tramp around through the flowers and bushes around Bilbo's home. You never know where you will come across Courage Points and Silver Pennies.

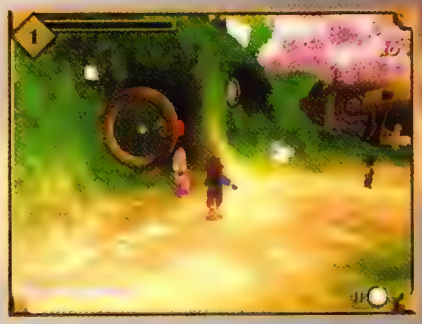
Explore the flowerbeds near Bilbo's home for Courage Points and Silver Pennies, then talk to the nearby Hobbiton man. He has a quirky story of Bilbo's ancestry that he's delighted to share with you. Don't overlook the Courage Point hidden around the tree behind the Hobbiton man. See? Courage Points really are hidden everywhere.

NOTE

Save Pedestals like this one can be used to save your game progress. If Bilbo falls during his journey, he returns to the last save point.



Follow the Courage Points down the path leading from Bilbo's home. Along the way, speak to the first Hobbit woman that you come to, Gammer. She seems to have lost her sewing needle and would like your help in finding it. This is your first optional quest; finding and returning the sewing needle is entirely up to you. But how could a gentlemanly Hobbit such as yourself refuse to help a fellow Hobbit? Don't worry about finding the needle just yet, however; you can return with it later.



Talk with your closest neighbor, Gammer. She needs help finding her sewing needle, which is your first optional quest.

TIP Talk with everyone you come across. You never know what kind of information, stories, or quests people have to share with a listening ear.

Hanna, Gammer's neighbor, could also use your help, Bilbo. She is in need of a strong lad to move her butter churn from her shed to her porch. This is a simple task, even for a Hobbit on the verge of a great adventure. Like returning the sewing needle, this quest is optional, but remember the golden rule: "Do unto others as you would have them do unto you." That said, walk to the shed and press the action button to pick up the butter churn and walk it to the porch. Pressing the action button again releases the object. Hanna rewards you for your kindness with some homemade berry crumble tea-cakes. Yum!

Hanna gives you the optional quest of moving her butter churn. Exercise your strength and kindness by moving it for her. Be sure to grab the Silver Pennies from inside her shed for your troubles.

Quest Complete

TIP

When collecting Courage Points from the roofs of Hobbit-holes, practice the Pole Jump to hop from roof to roof. To do this, press the crouch button while running, followed by the jump button. This vaults Bilbo across the roof. Also, take a moment to practice maneuvering on the nearby rope. Practice makes perfect, right?

Continue to march down the path, picking up Courage Points and coins along the way from the path, bushes, and roofs of the Hobbit homes. When you reach the small cliff to the right of the path, stop and talk to a Hobbiton man near the haystacks. He tells of the best apples in all of Hobbiton, and they happen to be in the apple orchard atop the cliff behind him. To reach the orchard, you need a little boost. Grab hold of the nearby block of hay with the action button and maneuver it closer to the cliff so that you can jump onto the ledge above.

Atop the ledge is the acclaimed apple orchard. Pick up the Throwing Stones from the fence opening and step into the orchard. Time to test your throwing arm, Hobbit. Enter the first-person view and aim the reticle at one of the three hanging apples. When the center dot of the reticule targets an apple, press the action button. With any luck, an apple crashes down for you to pick up. Repeat this until you knock all three apples from the trees. You receive extra Courage Points when you have retrieved all three apples.

Use Throwing Stones to knock apples from the trees in the apple orchard. Grab the apples, and also clear the area of Silver Pennies and Courage Points.

Fill your pockets with Throwing Stones and Courage Points before leaving the orchard, and grab the lone Silver Penny on the outside of the fence surrounding the orchard. Before hopping down to the path, examine the well and talk to an elderly Hobbit. "What are you doing here?" he asks. Good question. Hop back down onto the path and head down toward the water's edge.

The children of Hobbiton are ready to play hide-and-seek. Finding them is an optional quest, but if you don't find them, who will?

Before you reach the water, four Hobbit children rush out to meet you. They are very interested in playing hide-and-seek with you. They leave you little choice, and scatter themselves about Hobbiton. This is another optional quest, but you'd be a stinky Troll to pass on an opportunity to play with the children.

Hilda is the first child you seek out. Run upstream along the edge of the river, grabbing Courage Points and Silver Pennies from the first dock along the way. Run until you reach the second dock, where a Hobbit child is hiding. Talk to Hilda to let her know she has been found and return down the river to the path. It may seem you should find all the children now, but it is not necessary. They are very patient and hide until you find them.

Hilda, one of the four hidden children, can be found on the dock farthest upstream. One down, three to go.

The bridge is the only way to cross the river to reach the Green Dragon Inn. You need to find the tools Sandyman requires to fix the bridge to meet up with the Dwarves.

A Hobbit man sits along the water's edge, near the mill. This is Sandyman, and he is in charge of fixing the bridge. Before he can do that, he needs supplies brought to him. You can't cross the water until he fixes the bridge, so you may as well give him a hand. To complete the bridge, he needs three bundles of nails from within the mill, and his hammer, which his son, Carl, is playing with across the pond beyond the mill.

The Hobbiton Mill and Beyond

The path you have been treading leads into the Hobbiton mill. Walk inside and begin your search for the three bundles of nails Sandyman spoke of. Check the ground floor for Courage Points and start your ascent up the haystacks to a large platform. On the platform, turn and face the mill entrance to find a rope hanging from the middle of the barn and another nearby platform.

Climb onto the platform, collect the Courage Points, and face the rope dangling from the roof. The platform in the distance has three jars containing the needed nails. Take a running start and jump toward the rope. Bilbo automatically grabs hold. Position yourself so that Bilbo faces the direction you want to jump, and jump off the rope onto the opposite platform.

The bundles of nails are on a platform close to the ceiling of the mill. To reach them, climb up onto the nearby platform and use the rope to swing across.

These purple jars hold the three bundles of nails that Sandyman needs to fix the bridge. Break open each jar with a whack from your Walking-stick and collect the nails. Now, where's Carl with that hammer?

Jump onto the platform from the rope and break the vases with your Walking-stick. Collect the nails and take a look at the platform above. It is out of reach from inside the mill, so make the jump back to the rope and across to the previous platform. Carefully hop down to the lower platform with haystacks and Courage Points (if you didn't already get them). Grab all the Courage Points and exit through the doorway leading to the pond.

Outside, turn toward the dock and have a chat with the Hobbit woman. Never mind her thoughts on respectable Hobbits and walk to the large gray stones in the river. Before you hop into the river, grab the satchel of Silver Pennies from the corner of the mill near the haystacks. Coins in hand, turn and face the revolving water wheel. As one of the wheel blades comes up from the water, hop along for the ride. Take the wheel to an opening at the top of the mill and jump through.

Bell is the small child waiting to be found on this hard-to-reach platform. Snatch up all the goodies and jet out of the opening opposite your entrance. Before hopping down to the pond below, make the best of your altitude and climb onto the roof of the mill from the left. A line of Silver Pennies is yours for the taking. Carefully jump down to pond level when finished.

A ride on the mill's water wheel takes you to an opening leading to Courage Points and one of the hidden Hobbiton children. Don't worry, getting down is easier.

From the dock, hop from lily pad to lily pad until you have crossed the pond. They may look like Hobbit-eating fish, but the fish in this pond will not hurt you. You needn't panic if you land in the water, but try to stick to the lily pads because each has a Courage Point in the bud of its flower. If you go across the lily pads without touching the water, you get a bonus of many Courage Points! When you come to the end of the line of lily pads, jump from platform to platform until you reach the base of the waterfall.

Climb the platforms, filled with pick-ups, up the face of the mountain until you reach the top. A Save Pedestal waits there for you there to save your current progress. A smaller pond is also present atop the mountain, and in the center, on a large platform, is Carl, the boy with the hammer.

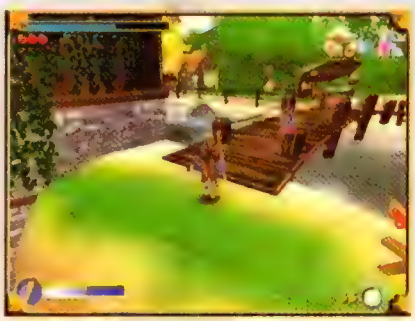
Many Silver Pennies and Courage Points are to be had on the multiple platforms leading up the face of the waterfall. Jump to each one on your way up.

Again, use lily pads to cross the small pond to a series of platforms. Jump from one to the next, picking up Courage Points along the way. A larger platform holds mushrooms, which can be taken to restore some of Bilbo's health when needed.

Use the platforms, jumping from one to the other, to get to Carl, the holder of the hammer. Now that you've found hammer and nails, Sandyman can fix the bridge.

Continue the obstacle course of platforms, tree stumps, and a rope to reach the largest platform with the giant tree. Carl can be found under the tree and is more than willing to relinquish his father's hammer. Grab the Health potion vial from behind Carl and feast your eyes on the Courage Point-filled platform in the distance. To reach it, perform a Pole Jump. Good luck!

Make sure you have all the Courage Points and Silver Pennies from the area, then go down the mountain and through the mill to Sandyman near the edge of the river. Give him the needed tools by talking to him. He repairs the bridge in a jiffy, and you are free to cross.



Return the hammer and nails to Sandyman and he has the bridge repaired faster than a Hobbit can eat his first breakfast.

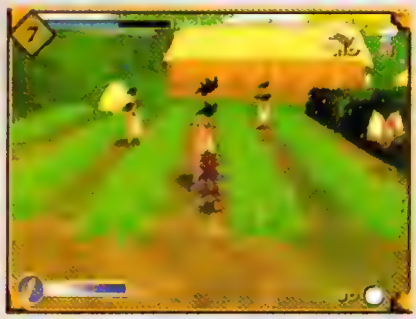
Quest Complete

Across the River

Finally, you can explore the rest of Hobbiton. As you cross the bridge, turn to the right and talk to Bombur, one of the Dwarves you are journeying with. He asks you to find some provisions for your trip. This is another optional quest, but what's the harm in helping out a few more people before meeting up with the rest of the Dwarves at the Green Dragon Inn? Besides, you already collected some of the needed provisions (apples and tea-cakes).

Across the bridge is Bombur, one of the Dwarves in Bilbo's traveling party. Thinking of the long journey, Bombur asks Bilbo to find some tasty provisions.

Follow the path around to the right, behind Bombur, and talk to Holman, standing out in front of his hut. He's not much of a conversationalist, but he does have Silver Pennies on his porch and behind his house, and Courage Points on his roof. Walk over to the cornfield behind the hut once you've stuffed your trousers full of goodies.



Got crows? No problem. Shake the crows from the inept scaring devices (scarecrows) with a few whacks from your Walking-stick.

Talk with Holbert, the gentleman standing near the cornfield. He gives you a sack of wheat in exchange for scaring away the crows that have taken residence on his three scarecrows. Shooing them away only takes a few moments and is quite simple. Equip your Walking-stick, and let loose a few wallops on each scarecrow. The crows should fly from the field, hopefully never to return. Collect your sack of wheat from Holbert when the last of the crows has flown away.

Quest Complete

The three berries needed for your journey can be found in the maze of bushes nearby. To get them, however, you are going to have to sneak through the maze without being seen by the farmer pacing within. The Save Pedestal outside the maze of bushes has been cleverly put there for your benefit. Save here *before* entering the berry bushes. Otherwise, you may find yourself returning to your last save point should you be spotted by the farmer.

Enter the bushes while holding the crouch button to sneak without making noise and bringing attention to yourself. The large feet of a Hobbit make quite a racket if you're not careful. Use your camera to view over the maze while sneaking from bush to bush. This is the best way to keep tabs on where Hobart, the farmer, is in his rotation around the center row of bushes. As his back turns, sneak to the next path out of his view. Continue this until you have worked all around the maze, collecting the Courage Points and three berries. Remember, you have to sneak out as well, so don't start celebrating until you have left the maze.

Look out for the farmer pacing the maze of bushes. If he catches you in his garden, you return to your last save point. You must sneak carefully to make away with his berries.

CAUTION Hobart, the farmer, stops to prune his hedges from time to time in his clockwise rotation around the center row of bushes. Watch his pattern carefully so you know when to move without getting spotted.

These bales of hay are home to many Silver Pennies and Courage Points. They also hide Sadoc, another of the hiding Hobbit children.

Save again as you exit the maze of bushes. You don't want to "borrow" berries again if you don't have to. Now that you have the berries, walk along the fence to the scattered stacks of hay. These hay bales are littered with Silver Pennies and Courage Points. Sadoc, another of the hiding Hobbit children, can also be found among the stacks of hay. Be sharp, he's a good hider!

TIP An easily overlooked Silver Penny hides behind the trunk of a tree near the water behind Sadoc, nearest the water.

The chicken coop, a barn-shaped building near the stacks of hay, is your next destination. Another Save Pedestal is outside the doorway, so save before entering. As in the maze of bushes, you need to sneak to walk away with the desired provisions. Three eggs await, but getting them is tricky. Walk silently and with caution across the floor without stepping on the light-colored boards. If you step on those boards, the chickens get excited, and you return to your last save point. The eggs are at the back of the coop. Remember to sneak out the same way you entered, and save upon exiting.

Three eggs can be found in the back of the chicken coop. Getting them, however, requires some fancy—and soft—footwork. Sneak in and out of the coop without stepping on any of the light-colored boards. Doing so excites the chickens and returns you to your last save point.

Between the chicken coop and the cornfield is a lone haystack. Comb around it to find Gammer's missing sewing needle. You must have keen eyesight to find a needle in a haystack, Bilbo. It's no wonder Gandalf has picked you for this adventure. Take the sewing needle back to Gammer by crossing the bridge and walking the path back toward Bilbo's hole. Gammer is so pleased you found her needle that she rewards you with sausages, another item on your list of provisions.

Gammer's sewing needle is behind this haystack. Finding a needle in a haystack isn't nearly as tough as it's made out to be. Return the needle to Gammer for another tasty provision.

Quest Complete

As you walk toward the river, a large gate is now opened across from Hanna's hut. Take a quick detour through the gate and begin your search for the last of the four hidden children, Hamfast. Finding him beyond the stacks of hay results in a nice Courage Point bonus, and the completion of another quest. Grab the Silver Penny from this area before heading back down the path toward the bridge.

Quest Complete

Remember the elder Hobbit by the well? He no longer has an interest in looming around the well shooing away curious Hobbits. Make another quick stop to examine the well a little more closely now that he is gone. Press the action button to raise the well's bucket and snatch the potion it carries. A Waters of Vigour potion rewards your curiosity. This potion heals all wounds and cures all poisons. Cross back over the bridge when finished.

As you cross the bridge, visit Lorella's stand to the left. You still need a couple of provisions on Bombur's list, and she might be able to help. Sure enough, Lorella has both sugar and spice, but needs you to help her retrieve it from her locked chests, for she has misplaced the keys. Bilbo, like his mother, has the skills to pick locks. Circle around the stand and press the action button on each chest. The lock-picking screen appears with one of the many lock tumblers activated. There are several styles of tumblers, but all work essentially the same. When the indicator becomes green, press the action button. Repeat this until you bypass all the tumblers and the chest opens.

Lorella has the remaining provisions you need locked away in her chests, but she has misplaced the keys. To open the chests, Bilbo needs to pick the locks.

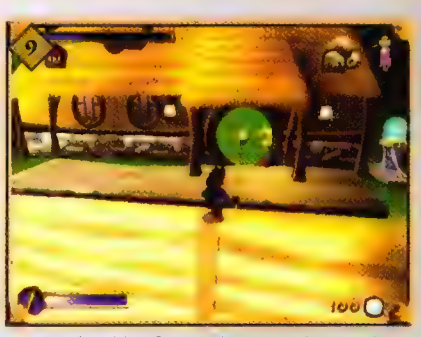
NOTE Check out the "Basics" section of this guide for more information on lock-picking and the types of tumblers you may come across.

With both sugar and spice collected, you now have all the provisions Bombur requested. Make the short walk back to him and hand over all the goodies. Bombur is most pleased with your usefulness thus far, Bilbo. Let's hope the other Dwarves show the same enthusiasm.

Quest Complete

Speaking of the Dwarves, the time has come to meet up with the party at the Green Dragon Inn. It is the large building behind Lorella's stand. Before you enter the building, walk past the door to grab another Silver Penny near the tree. That ought to do it for Silver Pennies in Hobbiton.

Head on in to the Green Dragon Inn when you are ready. You are about to journey beyond the shire. Good luck!



With all of Hobbiton pleased, you can focus on your main task: meeting the Dwarves at the Green Dragon Inn. Enter the building when you are ready to leave Hobbiton.

Quest Complete

TIP Check your Courage Point and Silver Penny totals before entering the Green Dragon Inn. If you are missing any, backtrack through Hobbiton to find them. It's easy to overlook these on the many platforms of the waterfall, so that's not a bad place to start.

Chapter 2: Roast Mutton

Almost immediately, the new burglar, Bilbo, regretted leaving home. In the dangerous Lone-lands, the party members found themselves cold, wet, and low on food.
Balin noticed a fire's light and Thorin sent Bilbo to investigate.

Legend

Quests: 8

- ◇ Talk to Thorin
- ◇ Investigate light
- ◇ Lower water
- ◇ Raise water
- □ Bring a burberry plant to Kili
- □ Find burberry plant
- □ Return burberry plant
- ◇ Steal wallet

Courage Points Available: 1,200
Silver Pennies Available: 400
Ghests: 5
New Move Scrolls: N/A

Note
◇ = Required □ = Optional

Let the Investigation Begin

Thorin, the Dwarf-king, has elected Bilbo to investigate the light in the distance. Before meeting Thorin ahead for further instructions, talk with the resting Dwarves behind you. The rain and lack of provisions have dampened the spirits of many. Kili, sitting on the nearby stump, is shivering. He believes he may be catching a cold and needs a burberry plant.

NOTE Finding and returning a burberry plant to Kili is an optional quest. Whether or not you help him out is up to you. But not completing a quest, even an optional one, affects your Courage Point totals for the level.

Collect the Courage Points and coins from the surrounding area, then meet Thorin as he overlooks the land ahead. He tells you to see if the firelight in the distance indicates a threat. This is a perfect opportunity to show the Dwarves what you are made of. Hop down on the ledge below from the right side to avoid a plant with teeth to the left.

Quest Complete

Walk the stone trail that leads down into the trench. Stop before you get too close to the brightly colored plant halfway down. This plant has teeth and will not hesitate to have a Hobbit snack. Equip your Walking-stick and give the plant a whap. A quick hit handles the plant. If you miss, retreat a few steps, out of range of the plant's chomping teeth. Attack when the plant is no longer snapping wildly in your direction.

This is your first encounter with a creature unlike any in the Shire. This plant is vibrant, but don't smell it. It has teeth!

You are not in the clear yet, Bilbo. As you step from the last stone into the trench, you spot a Wolf. Unfriendly at best, this creature also would like to taste some Hobbit. Ready your Walking-stick, and when the creature draws near, perform a Jump attack. Follow this attack with violent swings in the Wolf's direction. Each time the Wolf comes toward you, smack it away with your Walking-stick.

Use the stone steps to retreat to safety if the Wolf begins to get the best of you. Do not run forward into the trench to escape the Wolf. Three more wait around the bend.

TIP Beating the Wolf with your Walking-stick is not the only way to defeat it, but at this stage it is good practice. When Bilbo spots the Wolf, step onto the stones or move to the alcove at right and aim a Throwing Stone at the approaching animal. A rock or two brings the Wolf down without getting your hands dirty.

Mess with one Wolf and you mess with the whole pack. Around the bend are three more Wolves. Keep moving, smacking the Wolves when they are close enough.

Grab the Courage Points from the right of the stone steps after you have dealt with the first Wolf. Walk through the trench and around the bend to find the three additional Wolves mentioned earlier. Time your Jump attack to crash on the first of the Wolves as it runs at you. As you did the first Wolf, hit these with the Walking-stick every time they come within range.

Use the nearby ramp as a retreat, if needed. From the ramp, you can also unload some Throwing Stones in the wolves' direction, but remember that your rock supply is limited.

Walk up the ramp to a ledge. Two Needle Pods are to the right, but you can tend to them in a moment. First, walk along the ledge to the left toward some Courage Points and a treasure chest. Fill your pockets with booty and return to deal with the plants obstructing the path ahead. A well-placed Jump attack may take out both plants at once. If not, take them out one at a time, and meet with Balin, who stands on the edge of the trench. There are mushrooms nearby if you have taken any damage.

The burberry plant needed to help Kili with his cold is atop this ledge. Use the stones as steps to reach the top, but watch out for Needle Pods when you get there.

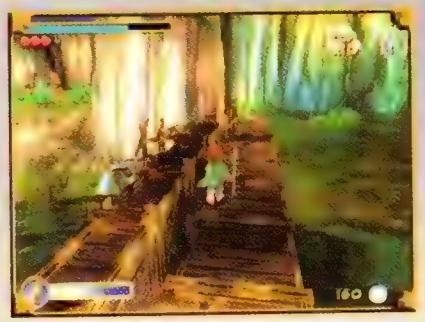
Balin gives you a quick lesson in using your Walking-stick to jump long distances. Perform a Pole Jump: Hold the crouch button while moving, then follow with the jump button. Before you leap across the trench, climb the stones to Balin's left. At the top of this ledge is the burberry plant that Kili requested. Beware of a pair of Needle Pods.

Climb down to the ledge and use the nearby rope to descend into the trench. Backtrack to your party and give the burberry plant to Kili. You get a hefty Courage Point reward for helping a sick friend. Cross the trench and use the rope to return to Balin. Use the Pole Jump to leap onto the platform in the middle of the trench.

Quest Complete

CAUTION Two of the chomping plants have sunk their roots into this platform. Don't propel yourself into them when you make the jump. If you have Throwing Stones, use them to clear the platform of plant life.

From the platform, jump to the opposite ledge. Save your progress with a Save Pedestal here, unless you want to face the Wolves should Bilbo have an accident. After saving, press forward up the stones to a small body of water. A dam to the right makes the water too deep for Bilbo to cross. Though nimble on land, Bilbo cannot swim.



The pond here is dammed, and the water is too deep to cross. Bilbo must shut off the water flow atop the dam.

A Watery Path of Dams and Danger

The Courage Points to the right lead the way up to the dam. Beware another Needle Pod as you near the dam. Dispose of the plant, turn to the right, and spot the Courage Points hidden beyond the water in an alcove. The water looks too deep to cross, but Bilbo is tall enough to keep his head above water as you wade to the sparkling gems. Collect them all, get the skeleton key resting on a large stone in the same area, then return to the dam.

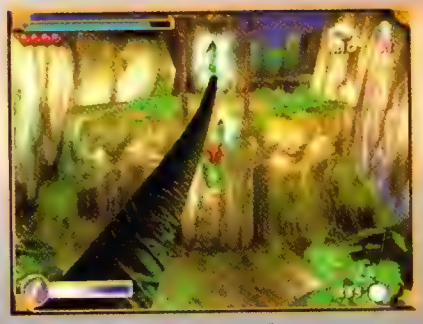
Use the action button to pull the lever, drying the lower pond enough for Bilbo to safely cross.

Pull the lever at the middle of the dam to lower the floodgate, stopping the water flow to the lower pond. Now Bilbo can cross the lower body of water without worry of drowning. Throwing Stones are at the far end of the dam if you are running low. While there, jump from one rock to another to reach the Silver Penny sack in the middle of the water.

The lower pond is now shallow enough for Bilbo to maneuver safely, but a few Water-leapers lurk on the far end. Ready your trusty Walking-stick and swing as they come within range. Watch out for their powerful claws, which they extend as they jump in your direction. Retreat to higher ground if they overwhelm you. From this safer position you can use Throwing Stones if needed, but learning to fight with a Walking-stick is vital to Bilbo's survival. May as well get in the habit, Hobbit.

Handle these sharp-clawed creatures as you have everything else that sees you as a tasty treat. Retreat, and attack them as they attack you.

Open the chest near where the creatures appeared for some Silver Pennies. The nearby Courage Points point you in the direction of higher ground and a path that leads to a zip line crossing the pond. Beware the pesky plant as you round the corner, and grab the mushrooms and Throwing Stones, if needed, from the ledge next to the zip line. Take hold of the gold chain hanging from the zip line when you are ready to cross.



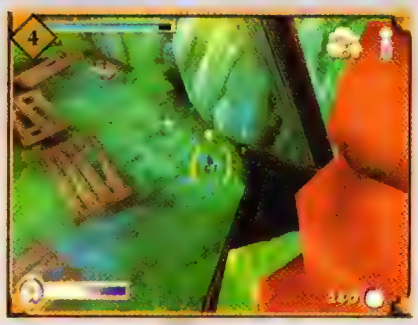
The zip line provides a way across the pond. Hop on the gold chain and enjoy the ride. Four Needle Pods await your arrival on the other side.

As you near the end of the line, jump onto the ledge. A cluster of Needle Pods grows in the center of the clearing where you touch down. Dispose of these creepy weeds as you see fit, and save your progress at the Save Pedestal. Hop down the ledges until the next dam comes into view. To move on, you must manipulate the water.

Enter first-person view (right trigger) to overlook the area below before lowering yourself with the hanging rope. A pack of Wolves below are engaged in a fight with more of the Water-leapers you ran into earlier. Don't jump on the rope and make your presence known until their fight is over. Ultimately the Water-leapers rid the area of Wolves, making your job easier.

When only the creatures are left, decide if you want to fling some stones in their direction or slide down the rope and clear them out with your Walking-stick. If you choose the latter, the area has plenty of mushrooms to heal any damage you suffer.

Collect the Courage Points and mushrooms from the ground floor when you clear the Water-leapers. A chest here releases a Health potion when you pick the lock. Save this potion for a rainy day and climb the rope opposite the one you came down to reach a series of steps leading to the dam's controls. Watch for the chomping plant at the first step. It will get a taste of Hobbit if a Hobbit jumps too close. Also, don't miss the Silver Penny sack on your way up to the dam.



Clean the area of nasty creatures, collect the goods, and pick the lock of the chest. Use the rope opposite to access the dam's control lever.

Climb the ladder at the dam's end, using the lever as you pass. The lever releases water into the previous trench, raising the wooden planks as it fills. At the ladder's top are a few more Courage Points and another ladder leading to a ledge. This ledge leads to the floating platforms and another ledge occupied by a plant and some more Courage Points.

The ladder at the end of the dam leads to this ledge. From here, cross the water by jumping across the floating platforms. Keep in mind that Bilbo does not swim.

The wooden planks have risen, making a floating path across the water. Remember as you jump from plank to plank that Bilbo cannot swim. A fall into the water earns a trip back to your last Save Pedestal. A Save Pedestal is beyond the tree at the end of the floating platforms. To reach it, you must hike down a path of stone steps and through a group of Needle Pods. Save when you get there.

TIP If Bilbo is low on Health or still a little wet behind the ears, bypass the group of plants and save at the Save Pedestal before confronting them.

Intimidating as this whirlpool seems, Bilbo can make it to the center rope with careful jumping. Step out onto the dock-like platform and wait for the floating platform on the outermost rotation to come near. Jump onto the platform and enjoy the ride around the whirlpool. Making a complete circle while riding a platform ensures that you pick up all available Courage Points.

Jump from platform to platform, jumping to the next closest platform in clockwise rotation. These platforms travel at different speeds, so take your time and judge each jump before making it. In the center of the whirlpool, a rope dangles from a bridge above. From the innermost platform, make the jump to the rope and climb to the bridge.

Take your time jumping between these rotating platforms, Bilbo. Rushing leads to accidents. Accidents lead to starting over.

At the rope's top, Bilbo has the option of jumping to another rope or to a nearby section of the bridge. Make the jump to the bridge, then to a smaller platform filled with Courage Points. Use the ropes or make a Pole Jump to the opposite section of the bridge. Take the bridge to solid ground.

With your two hairy feet back on solid ground, scurry to the left and right of the bridge in search of Silver Pennies and Courage Points, respectively. Plants stand guard over the Courage Points to the right. A cutscene begins as you proceed forward from the end of the bridge.

Quest Complete

Troll Camp

The Trolls' fire is the source of the light the Dwarves saw. Going to tell them about it is going to be difficult now that the way back is blocked off. You must sneak through the Troll camp instead. While you're at it, you may as well bring back a souvenir. Take the Troll's Wallet as you pass and return it to the Dwarves. They will be proud of their Hobbit burglar.

With the way back blocked off, Bilbo must sneak through a Troll camp to go on. He also needs to steal the Troll's Wallet to fulfill his role as the burglar. Good luck!

A small group of Courage Points is down the path to the left of the tree, and a Save Pedestal is to the right. Grab the stones, then save your progress before going on. This is the last Save Pedestal before you sneak through the Troll camp. Follow the Courage Point line near the Save Pedestal to a large stone in the path and the first of the mammoth Trolls. Take cover behind the stone to avoid being spotted.

CAUTION Tread lightly and take cover whenever Bilbo is in jeopardy of being spotted by one of the grotesque Trolls. If a Troll spots him, he returns to the last save point.

From the cover of the rock, spy on the eating Troll by moving around the camera. When he turns his back to the path and walks off, run for the other side of the path. You must be quick to grab the green Courage Point from the right of the stone steps along the way. At the top of the steps, Bilbo can rest out of view from the Trolls. He can also enjoy the Courage Point and chest from the same area.

Wait for the Troll to turn his back before making a run for the other side of the path.

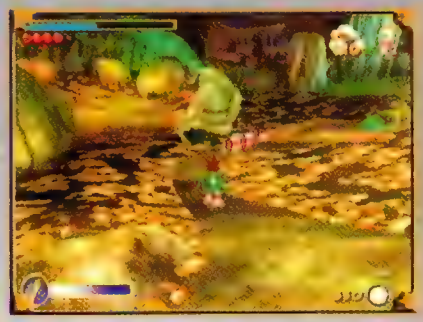
As you near the chest, the Troll you've passed decides to walk off his dinner. Unfortunately, he wants to stroll the path ahead. That's no problem for a master burglar such as yourself. Sneak down the path ahead, making sure the Troll is not facing you, and take cover behind the tree stump to the path's left.

The Troll scratches his back while you wait patiently behind the tree stump. The moment he begins to walk away, run for it. Grab the Courage Points along the way.

The Troll walks next to the tree you have taken cover behind. As long as Bilbo doesn't make noise, the Troll never knows he's there. In fact, he scratches his back. Try not to laugh, Bilbo! You don't want him to hear you. As soon as the Troll walks away from the stump, run for the line of red Courage Points, then to the blue ones. Take cover behind the stones to the path's left.

CAUTION If Bilbo alerts the Troll while he's behind the stones, the Troll takes a few steps as if to walk away, and returns to the stump. You know the Troll has been alerted if he says, "Hey, what was that?"

Stay hidden while the Troll walks to the tree stump, then continue on the path. The path narrows and becomes littered with leaves that, if stepped on, wake the sleeping Troll ahead. The path winds right behind the snoozing Troll. The stones to the left of the path's start provide cover from the Troll who is still pacing behind you. When the coast is clear, tiptoe down the narrow path.



Shhh! The Troll is sleeping. Waking him spells disaster for Bilbo. Tiptoe behind the sleeping Troll to ensure you do not wake him as you pass.

TIP For fun at a Troll's expense, stand directly behind the resting Troll and whack him on the backside with your Walking-stick. The silly Troll stands and looks about, but never actually turns around. Joke's on you, smelly Troll!

Stay quiet until you reach a series of platforms surrounded by leaves. After you get a few paces from the leafy trail, you don't have to be so quiet. Bilbo can even afford to fall off the platforms ahead, but sticking to them results in a handful of Courage Points and a visit to a locked chest.

Use the Save Pedestal at the end of the platforms. Should a Troll spot Bilbo during the task ahead, you would hate to have to restart at the beginning of the Troll camp. Before we get into the new task, turn and grab a Silver Penny sack from the stone wall to the right. Now back to the task at hand. Bilbo must tiptoe in front of a Troll while he yawns.

Hop between the platforms, collecting Courage Points along the way. A locked chest is also on these platforms. Open it for a Silver Penny sack.

Wait until the Troll flings his head back to yawn, then tiptoe past. Be as quick as possible without making any noise.

Use the stone to the path's left as cover from the large tired Troll. As he tips his head back to let out a mighty yawn, begin your brave tiptoe forth. As tempting as it may be, do not run in fear as you stand at the Troll's nasty feet. Running only alerts the Troll, and there is plenty of time to cross to the safety of the rocks ahead, even at tiptoe pace.

Step behind the large rock ahead and watch the Troll pacing the side of the trail ahead. Bilbo needs to time his movements with care while moving from rock to rock along this path. When the Troll walks toward the fire, bolt to the first rock to the left of the trail and crouch there until the coast is clear. When it is, proceed to the cover of the next rock.

At the third rock, marked with a purple gem, turn and look back the way you came. A Courage Point comes into view to the right of the rocks and in the Troll's path. Don't be alarmed; you wouldn't have made it this far if you weren't sneaky. When the Troll walks toward the fire, run out, grab the gem, and return to the cover of the rocks.

Grabbing this gem requires Bilbo to be both quick and sneaky. The instant the Troll turns his back, dart out, grab the gem, and return to the shelter of the rock.

The closer you get to the next Troll, the more you need to pay attention to the Troll who is still pacing. The Troll can now spot Bilbo from both directions in the Troll's wanderings. Be quick and silent, moving from rock to rock until you reach the last rock, marked with another blue Courage Point.

Tiptoe behind the sitting Troll and steal the wallet from the stump at his side. Keep an eye on the pacing Troll—he can spot you if you're not careful.

This is it, Bilbo. Your crowning moment as a burglar is upon you. All you need to do is sneak behind the sitting Troll without being seen by the walking Troll, and steal the wallet from the stump. Wait for the Troll on a stroll to turn his back and begin your tiptoe behind the sitting Troll. Grab the oversized wallet, and uh-oh…the wallet talks.

Quest Complete

After all your hard work to be quiet, the talking wallet alerts the Trolls. The Trolls no doubt try to cook Bilbo for his attempted thievery. How are you ever going to get out of this jam? Where are those Dwarves when you need them?

When the Dwarves came to investigate, the Trolls stuffed them into sacks. Fortunately for them, the Trolls began arguing.

Gandalf was able to imitate their voices to lure them into a fight. They fought all through the night, and when the sun came up, they turned to stone.

Chapter 3: Troll-Hole

The traveling party has barely escaped the Troll camp, and are in search of the Troll cave in these parts. The cave could hold much-needed supplies.

This quickly becomes another job for the great burglar, Bilbo Baggins. Good luck, Bilbo!

Legend

Quests: 4

- Find the Troll cave
- Find the Troll key
- Retrieve Healing Draught
- Return Healing Draught

Note

◇ = Required ☐ = Optional

Courage Points Available: 1,500
Silver Pennies Available: 654
Chests: 13
New Move Scrolls: 2

The Way to the Caves

Once again, the Dwarves send you on a task. This time, Bilbo needs to find the Troll hole within the caverns at the end of the path ahead. As always, chat with the Dwarves to get any useful information about the upcoming lands. When your thoughts are collected and your Walking-stick's in hand, begin down the trail toward the cavernous mountainside.

Balin gives you a quick lesson on Training Scrolls as you pick one up from the trail. As Bilbo finds these, he learns new weapon abilities. This time, Bilbo learns to chain two Stick attacks by rapidly pressing the action button. This is extremely useful when fighting the creatures of the land ahead.

Training Scrolls like this can be found throughout this land. This one enables Bilbo to chain together two Stick attacks by rapidly pressing the action button.

Keep to the path until you come into a large opening with the mountainside to the right. As little Bilbo comes into view, three Wolves greet him warmly. Try out your new Stick attack on the assaulting creatures until they are magically transformed into Courage Points. Use the first ledge of the mountainside for safety if you need a break from the fight. The chest in the corner to the right of the mountainside serves as a reward for your bravery.

The ledge opposite the mountainside has a large white Courage Point and a chest on it. This cannot be accessed from the ground level. Bilbo must start his ascent up the mountainside first.

Bilbo needs to climb the mountainside to gain entrance into the caves near the top.

Use the ledges to run up the face of the mountain. Along the way, grab the mushrooms and stop to talk to Glóin. He is winded and taking a rest. He tells Bilbo of a key used by Trolls to access locked vaults in a place where the Trolls hide from the sun. This key is needed to enter the Troll cave and can be found in the caves ahead.

The caves can wait for a moment, however. Turn your back to Glóin to notice a series of platforms leading to the treasure-filled ledge you passed earlier. Use a Pole Jump to reach the platform, crossing over the chest you opened on the ground floor. A long jump is needed to clear the gap, but Bilbo can do it easily. Another long jump is needed to reach the Courage Point and chest.

Use long Pole Jumps to clear the large gaps leading to this large Courage Point and Silver Penny-filled chest.

The Courage Point and Silver Penny-filled chest are well worth the high-flying antics needed to get there. Collect the treasure and hop down to the ground floor to start your hike back up the mountainside. Jump across the platforms from behind Glóin to reach the last set of ledges leading to the cave entrance.

NOTE Take a brief moment to look back over the path you've just traveled. The breathtaking skyline is worth admiring—especially considering Bilbo is about to enter the darkened caves ahead.

Entering the Dark Caves

CAUTION

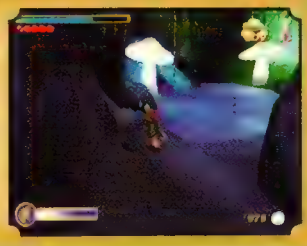
Traps are set throughout these caves. Spikes protrude from the cave walls when you trigger traps by getting too close to them. But these traps are completely avoidable. Look for large holes along the floor and walls of the cave. If the holes are on the floor, Bilbo must jump over them. If the holes are in the wall, Bilbo must cross on the opposite side of the path. Keep your eyes peeled and Bilbo is fine.

Danger is present the moment you enter the cave. To the left and right of the cave entrance are the first of many traps set throughout the caves ahead. To avoid the wall traps, hug the opposite wall so that the protruding spikes cannot reach you as you pass. If the holes of a trap appear on the floor, jump over them to avoid being skewered.

Run down through the cave until you reach a lesson in rope mechanics and a small pond. The lesson teaches you how to maneuver on ropes by using the control stick to control Bilbo. The lesson also explains how Bilbo, when facing another rope, extends his arm to indicate the direction of the jump. After you're fully briefed, you'll notice some Water-leapers in the pond water.

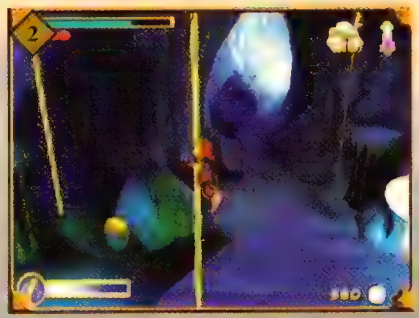
TIP

Small, blue-glowing rocks like this one can be found throughout the cave. Break them open with your Walking-stick for pick-ups of all kinds.



The vine dangling at the entrance to the watery area can only be used for a short time before it falls, so Bilbo must get up it quickly. Hop on and swiftly climb until you can make the jump to the top of the nearby mushroom. The vine reappears after a few moments if you do not make it in time. From the top of the mushroom, jump to the Courage Points on the ledge behind.

A few mushrooms are nestled behind the rocks to the left side of the cavern. The vines at the opposite end of the water help you make your way deeper into the caves. Climb the vine dangling above the water and position Bilbo so that he extends his arm to the next rope. Jump between the vines and over to the ledge with Courage Points. Hop from ledge to ledge down to the next water-filled cavern.



When Bilbo is positioned correctly, he extends his arm toward the next vine. When jumping from vines, Bilbo must face the direction you intend to jump toward.

More of the little Water-leapers inhabit this water hole. Toss a few Throwing Stones at them as they come into view, or simply rush them, perfecting your newest Stick attack. When the water calms, clear its edges of glowing rocks and mushrooms. A chest of Silver Pennies is at the far end of the cavern, and a well-hidden Courage Point is left of it. Use the platforms along the left wall to continue onward when the area has been combed for pick-ups.

The platforms lead you through some more mushrooms, a glowing rock, and some Courage Points as you make your way into another part of the cave. Hopping too far when dropping into the next cave lands Bilbo into another set of traps. Jump over these traps along the floor to safely pass. Don't miss the Courage Points under the platforms as you hop down.

Be careful when you jump down from the platforms, lest Bilbo land on the tip of a stake from the traps below.

Follow the cave around to a large cavern, where an injured Elven girl lies to the side of the path. The Wood-Elf Lianna has been injured by three Trolls and is too weak to retrieve her Healing Draught from the next chamber. Like the good-natured Hobbit he is, Bilbo lends a hand and accepts the task.

The Wood-Elf Lianna needs help, and who better than Bilbo to lend aid? She requires her Healing Draught from the next chamber to heal her wounds.

Ready your Walking-stick as you enter the large chamber. A beastly Guardian wanders the chamber to the left. Save your progress at the Save Pedestal before confronting the large, scaled creature. The Guardian is confined to the clearing to the left, so retreat if necessary.

To defeat the Guardian, Bilbo must enrage it by disposing of his minions. Defeating the minions is simple as long as you stay clear of the Guardian while doing so. The massive creature is enraged and stands on its hind legs, exposing its vulnerable underbelly, when all its minions are destroyed. This is your opportunity. While the belly is exposed, quickly strike the beast with a Jump attack or Stick attack, or by tossing a Throwing Rock.

The Guardian exposes its belly when all its minions have been destroyed. Continue circling around the clearing, attacking the minions along the way. Be quick to attack the belly of the beast, because it is vulnerable for only a few short moments.

Each time you hit the creature, another minion is added to the total that must be destroyed before the beast lifts its front feet again. Run in circles around the clearing to stay clear of the Guardian, attacking the minions as you pass them. If Bilbo gets within the beast's grasp, he loses considerable Health. Look around for mushrooms in the area if you get low on Health. They are plentiful and reappear in time.

CAUTION **Beware! If you stand still, the Guardian fires a stone in your direction. Move constantly as you destroy the minions.**

When the Guardian no longer throws stones, Bilbo is free to jump the line of platforms to the ledge containing Lianna's Healing Draught.

Slaying the Guardian wins Bilbo a handsome amount of Courage Points. It's also safe for Bilbo to comfortably jump between the pedestals that surround the clearing. Starting near the Save Pedestal, hop the line of platforms to a ledge containing Lianna's Health Draught and a small tunnel leading to a Courage Point.

Quest Complete

Return the draught to Lianna, the injured Wood-Elf. After a brief introduction, Lianna gives Bilbo a Witch-king Crystal and warns him of the many traps placed by the Witch-king throughout the caves. Save your progress at the Save Pedestal if you haven't already done so, and re-enter the large chamber.

Quest Complete

Walk along the chamber wall to the left, collecting all the goodies from glowing rocks and the mushrooms from the floor. A small ledge with a sack of Silver Pennies becomes visible as Bilbo continues along the wall. Hop up and snag the sack. The light that appears when you grab the sack reveals another ledge. Climb the ledge, defeat a small creature protecting the chest, and collect the Courage Points found here.

These hole-dwelling creatures are all that remain in the large chamber. Take out both groups, and you have free rein to search for pick-ups.

Continue circling the wall of the chamber, passing a group of Burrowing Eels, a pit, and another group of Burrowing Eels in search of pick-ups. Show the groups of Burrowing Eels the chain Stick attack as you pass them. These Burrowing Eels can be tricky, because they can pop in and out of any of their holes. Destroy both groups and grab the Courage Points hidden in the rocks next to the wall of green slime.

Look for the pit you passed while circling the chamber and examine the pronged pedestal to the right of it. It looks as if it holds something. Press the action button to insert the Witch-king Crystal that Lianna gave Bilbo. This activates a magic platform that crosses back and forth across the pit. When it nears, take the ride, but do not make the jump to the other side.

Use the Witch-king Crystal to activate the floating platform that crosses the pit. Ride this platform to an alcove hidden within the pit.

While on the floating platform, turn and look back toward the chamber. A small alcove is hidden in the pit under the chamber. Rather than jumping to the next ledge, take an extended ride to the hidden alcove. A Rock Badger waits near the treasure it hides, so be alert as you jump from the platform. With a skilled arm, Bilbo can hit the creature with a Throwing Rock as he nears the alcove.

Over the Pit

Use the floating platform to cross back over the pit, but this time make the jump onto the next ledge. Grab the Throwing Rocks from the path and step bravely forth into the caves. A Cave Guardian rushes out to greet the great Bilbo Baggins. Thwart his efforts with your Walking-stick and turn to the left at the fork in the cave.

As Bilbo rounds the corner, a Witch-king trap becomes visible along the floor of the cave. Another Rock Badger waits for you on the other side of the trap, and one is hidden from view behind the stack of rocks. Throw a rock at the creature or jump the trap to take him out. Remember, another is behind the rocks and it attacks if Bilbo wanders into its view. Deal with that creature as you did its buddy.

These cave walls are infested with Cave Guardians and Witch-king traps. Keep your guard up and watch where you step.

TIP Fighting the Cave Guardians is not necessary when there are traps present, if Bilbo is quick enough to get a creature's attention and then lure it into the traps. The traps trigger as the creature nears, popping them into a burst of Courage Points.

Whichever method you choose, the Cave Guardians must be cleared to collect the Silver Pennies from the chest and the Courage Points from behind the rocks. Return to the fork and head down the unexplored cave to another Witch-king trap. Hop over the trap, avoiding the trap on the right wall, and get the attention of a pair of Cave Guardians. Use your Walking-stick to beat them, or lead them into the trap you've just passed.

Navigate through the caves to another fork and another pair of Cave Guardians. Go right, to the top of the wall of green slime that earlier oozed into the large chamber. Walk to the end of this path to collect a handful of Courage Points and coins from glowing stones. When the goods are collected, align Bilbo with the vines draping over the cliff of slime. Walk forward off the edge and fall to a platform in the middle of the slimy cliff.

The series of caves leads you to the top of the green slimy wall of the chamber you past through earlier. In the middle of this slime is a platform of goodies.

Pick the lock of the chest and grab the Courage Points from the platform in the slime. Use the ropes to get back up to the top of the slimy wall. Should Bilbo fall, take the floating platform and march back through the caves to reach the top. Notice the darker color of the second vine when you're using the ropes to get back up. The dark vines do not hold Bilbo's weight for long, falling after just a few moments.

At the second fork in the caves, take the unused path leading out. You are now above the cave entrance you used at the beginning of the level. Enjoy the warmth of the sun and follow the ledge around to the left. Tree roots make a ladder to the ledge above. Climb the roots, grabbing the Courage Points along the way, and enter another challenging cave.

The roots cascading down the cliff provide a climbable surface for Bilbo to reach another cave.

The Witch-king has laced another cave entrance with traps. Like the others, these traps send out spikes from the holes as you near them. Unlike the others, these traps are staggered on both sides of the cave walls. Alternate your path to weave through the traps from left to right and left again. When you're safely past, run through the caves to spot the Troll key on a pedestal in a large chamber.

The Never-Ending Waterfall

Bilbo, the key is in sight! Maybe there is light at the end of the caves, after all. Walk the path as it rounds a large never-ending waterfall. Grab the Courage Points along the ledge as you pass them, and save at the Save Pedestal at the end of the path. Fancy rope-jumping is in your immediate future, Bilbo, and saving is highly recommended.

Jump to the closest platform to the edge of the water. From there, jump to the vine to the right, and then onto the next platform. Jump again to the next closest platform and onto the rope to the right of it. Climb down the rope to reach the Courage Point on the platform just above the water.

Bilbo better have his rope skills up to par to reach the Troll key. The first task is using these ropes to cross the waterfall.

It may not be apparent, but there is a cave behind the falls. Bilbo needs some blind faith to make the jump through the water and into the cave.

A cave is hidden behind the falls. Jump to the rope from the platform that yielded a Courage Point and climb to the top. Leap for the waterfall, going through the water and into the mouth of another cave. Ready your Walking-stick, because Bilbo is not alone. A giant spider has made this cavern home and is not happy to see trespassers. The large spider must be exterminated and its belongings confiscated. Collect the large amount of Courage Points here and the Training Scroll from the golden chest.

NOTE The newly-found Training Scroll provides a new rock-throwing technique. Bilbo's Rock attacks now do more damage than before.

Bilbo cannot pass through the spider web, so he must return to the falls to leave the cave. Jump back onto the rope, climb to the top, and position Bilbo to reach for the distant rope. He should make the jump with ease, and jump up to the platform nearest the large falls.

A Pole Jump is needed to make the leap to a series of vines toward the edge of the falls.

Use the vines to access the hard-to-reach Courage Points around the edge of the waterfall.

The first vine of this series drops, allowing Bilbo to reach a sack of Silver Pennies, provided he is at the bottom of the vine. When the vine rises again, jump to the next vine and onto the platform for another Courage Point. Finally, jump onto the last of the vines and ride it down to the Courage Point just above the falls. When you've collected all the Courage Points from the falls, backtrack across the vines and platforms and jump to the other side of the water. Save your progress.

After saving, raid the nearby chest and take the path to the right as you proceed forward. This leads to the other side of the large spider web behind the falls. It also leads to a locked chest and a Witch-king Crystal. Pick the lock on the chest to stuff your pockets with Silver Pennies, and then make your way down the path toward the Troll key you have been searching for.

Deal with a trio of Cave Guardians standing in your way on a slimy hill. Use platforms within the slime to make your way up to a clearing full of miniature creatures begging for a fight. Use the trusty Walking-stick to beat the nasty little creatures into Courage Points, and collect the pick-ups from around the room, including a blue chest along the ledge.

Another Save Pedestal stands opposite a pronged pedestal at the edge of the clearing. Use the Witch-king Crystal in the pronged pedestal to activate the moving platforms, then save your progress. The hanging vine takes you to the platform, from which you can make your first jump onto the moving platforms.

Use the Witch-king Crystal from the opposite end of the path to activate the floating platforms. Careful! These platforms move.

Time your jumps carefully between the moving platforms to reach the Troll key.

Carefully jump onto the first of the moving platforms, and time each jump before leaping. On the second of the moving platforms, turn toward the ledge and jump for the hanging vine. A good burglar would not miss that tiny platform with two large Courage Points and some Silver Pennies. Climb to the top of the rope, make the jump to the Courage Points, and return to the rope. When the platform comes back by, catch a ride to the third platform.

Timing the jump to the fourth moving platform is tough. Take a moment to time the jump, and jump quickly as it comes near. A Pole Jump ensures that Bilbo at least grabs hold of the ledge to pull himself up onto the platform. The same technique guarantees Bilbo reaches the final platform.

The final moving platform takes Bilbo to both the Troll key and the vine that lets him escape with it.

Jump from the final moving platform to the small platform containing the Troll key. After all this searching, the key is finally yours, Bilbo! The Dwarves are once again amazed by your resourcefulness. Make a Pole Jump to clear the Courage Points from the nearby platform. Get back on the moving platform afterward and jump to the vine opposite where the key stood.

TIP There is an alternate way to get the Troll Key on its platform. To the right of the platform are two glowing stones. Jump on top of the stones, then jump and grab onto the platform holding the Troll Key. Push up on the control stick, and Bilbo climbs up to claim the Key. From here, you can make a Pole Jump jump to the green vine across the way. This bypasses the moving platforms!

Quest Complete

From the vine, jump to the line of Courage Points at the entrance of what looks to be another cave. Follow the cave around, breaking open the glowing stones from under the rocks at the bend. Watch the cave walls for traps as you walk to a ledge. A chest is hidden from view behind the large rock at the end of the path. Grab its contents and use the vine to cross the path.

Pick up the Courage Points from the opposite ledge and run forward through the cave until you're outside again. Bilbo needs to Pole Jump across the large gap to the grassy ledge. If you miss, the previous vine hangs low enough that you can try again quickly.

Wolves inhabit the clearing ahead, so beware as you climb up. The large wooden doors indicate that you have found the entrance to the Troll cave—and you have the key. But first, tend to the Wolves and collect the remaining Courage Points and chest contents. Press the action button on the lock of the door when you are ready to proceed to the next level. Nice job, Bilbo!

The Troll cave is just beyond those large wooden doors. Way to go, Bilbo! You have found both the Troll cave entrance and the key to open it.

Quest Complete

Opening the lock rewards Bilbo with a magical sword, which he names Sting. Whacking enemies with the Walking-stick was fun, but wielding a real sword is great. To equip Sting, press up on the D-pad. This sheathes and unsheathes the weapon.

Chapter 4: Over Hill and Under Hill

Courage Points Available: 2,200
Silver Pennies Available: 1,100
Chests: 27
New Move Scrolls: 3

The party's adventures lead them to Rivendell, home of the Elves. Elrond of the Elves tells them of a secret entrance to the Dragon's lair—a door that appears after the Thrush bird knocks.

After resting in Rivendell, the Dwarves cross the Misty Mountains where evil and dangers await, including Stone-Giants.

The Dwarf Camp

The party seeks shelter to escape the cold and rain of the Misty Mountains. Gandalf has sent Kili and Fili ahead to search for better shelter, and asks Bilbo to help Bofur start a campfire. Enter the caves behind Gandalf and talk with the Dwarves on your way to Bofur, who is on the right leg of the caves.

Many of the Dwarves are wet, tired, and cranky. Some want little to do with the small burglar and shoo him away, while others offer information and engage in small talk. Speak with all the Dwarves, and help Bofur who is trying to start a fire with wet wood. Be a nice Hobbit and search the mountainside for dry wood. Courage Points line the fire pit.

Bofur could sure use dry firewood to start the fire. Give him a hand and search for firewood on the mountain path.

Wander the path outside to search for dry wood. Talk to the other Dwarves you pass along the way. Óin says he has heard Stone-Giants along the lower path. Kili and Fili took the high path to avoid any confrontation. So that he does not worry, tell Óin that you will return if you see any giants. Continue around the bend and grab the Training Scroll.

NOTE **The Training Scroll on the mountain path teaches Bilbo expert sword tactics. Like the chain attack for the Walking-stick, now Bilbo can string together multiple attacks with Sting by rapidly pressing the action button.**

As you near the Save Pedestal, Bilbo spots a bundle of dry firewood perfect for Bofur. When Bilbo nears the bundle of wood, the cliff edge breaks and he slides down the mountain face. Well, there is no going back now. At least you have the firewood!

TIP **After Bilbo falls down the mountain, he cannot return to the Dwarves. If it is too late, the only hope is that you saved at the Save Pedestal at the top of the slide. If you miss talking to Bofur, you miss the three blue Courage Points in front of him.**

Bilbo lands on a large platform that hugs a waterfall. You can save at the pedestal, unless you forgot to meet Bofur and collect the Courage Points at the slide's top. When all is in order, enter the field to the left and ready Sting.

As you stroll into the field, howling comes from the bushes and four Wolves attack. Swing Sting in their direction to back them away. If the Wolves hurt you, use the mushrooms around the walls. Use the chain attack ability by repeatedly pressing the action button. Access the Courage Points in the middle when the field is clear of danger.

Sting's new chain attack ability makes short work of the four Wolves who appear in this field. Use the mushrooms along the wall if you get low on health.

Using the Save Pedestal at the waterfall's edge is a good idea considering the obstacles ahead. Drop down to the platform at the water's edge and jump to the platform in the water to the right. Climb up to the next platform and jump between the other platforms as they elevate over the water.

Hop from platform to platform, then stop at the first vine that hangs from the tree branches above Bilbo's head. Hop up to grab the vine and climb to a platform nestled against the mountain. Jump to this platform and look over the falls. A large white Courage Point sparkles against the mountain. Leap across the falls to a distant platform and jump to the hefty Courage Point.

To cross the waterfall, Bilbo has to navigate through the multiple platforms ahead. Keep your eyes open, Hobbit! The waterfall is littered with goodies.

A cave hides behind the waterfall. From the second vine, jump to the cave mouth and reap the rewards.

Use the ledges to the vine, then slide down. Position Bilbo to extend his arm to the nearby vine and jump. From the second vine Bilbo can see a cave hidden behind the waterfall. Jump to the cave and enter to find the cave inhabited by those Burrowing Eels. Slice and dice them so you can open the chests in peace. Hop to the vine after filling your pockets.

Jump to the nearest platform from the vine and continue down the platforms that cross the falls. On the highest platform, jump to the tree branch holding a locked blue chest. Pick the lock with the skills of your ancestry, then jump the platforms until you land on solid ground. Save your progress.

Turn from the Save Pedestal to face over the falls. More Courage Points await. Jump to the small platform and over to a loose Courage Point. Below this platform is a series of vines that lead to another blue chest. Don't be alarmed that the vines overhang a seemingly never-ending drop. Pick the chest lock, then return to the Save Pedestal so you never have to attempt that death-defying journey again.

Rather than attempting to jump to this vine, run off the ledge in its direction. This sounds crazy, but it ensures that Bilbo does not jump over the vine. You can then access the chest below.

Around the bend of the path is a trail of mushrooms and Courage Points hidden over the cliff edge. Walk the cliff edge and maneuver the camera so that the small protruding ledge can be seen. Hop down to collect the gem and look for more hidden platforms off the path ahead, and the large white Courage Point that hangs from a nearby vine.

TIP Jumping off the cliff to a small platform for a Courage Point is dangerous. However, you can obtain many Courage Points by dangling Bilbo's feet from the cliff toward the ledge beneath him. Creep off the cliff to make Bilbo grab the ledge. This prevents jumping too far and sending Bilbo on a long fall.

Walk to the next platform, collect the Courage Point, and ready yourself to leap for the white gem in the distance. Bilbo makes the jump with ease. Back on the cliff, jump up to the white movable stone against the mountain. Push the stone against the mountainside to reach a higher ledge that holds a chest. A rope that dangles above the chest enables Bilbo to reach a series of platforms and Courage Points.

Push the white stone against the mountainside to reach a ledge that accesses a series of platforms, chests, and Courage Points.

Cross the platforms to another vine and a blue chest. Pick the lock, then work your way across the platforms. From the same hanging vine above the first chest, jump to the far ledge containing a red Courage Point. Bilbo's rope skills are improving rapidly. Way to go! From this platform, hop down to ground level and find the next vine along the cliff's edge.

Bilbo must inch his way around the bend of the mountain and dangle from this small edge of the cliff.

Climb the vine through the trail of blue gems to increase your running total. The ledge curves along the mountainside to another dangling vine. This one leads to a ledge with an even smaller lip that Bilbo must hang from to round the mountainside. This job is even more dangerous. Hop off of the lip when you reach the ledges around the bend. Circle around the mountain to another ledge holding a Courage Point and Save Pedestal. You know what to do.

Jump the platform and walk the ledge ahead to initiate a cutscene. Bilbo has no idea of the increasing danger from Stone-Giants, shown in the distance. During this time Gandalf wonders about Bilbo's whereabouts, only to find he hasn't returned from his search for firewood. Thorin does not seem to care, but expresses hope that Bilbo is better at dodging boulders than he is at fetching firewood should he encounter Stone-Giants.

Even simple tasks such as collecting Courage Points from a ledge become dangerous chores when boulders rain from the sky.

As you round the next mountain corner, large shadows appear across the ground. At this moment, Bilbo realizes Stone-Giants are tossing boulders at him from across the mountains. Shadows indicate a boulder falling in that location. Keep moving so that Bilbo does not find himself underneath a large and heavy stone.

As if that wasn't a difficult enough task, Bilbo must fight Wolves in a hail of boulders. To make the task easier, grab the Fire Rock Potion near the rock that sticks up from the ground. This potion imbues your rocks with fire for a limited time.

Normally Bilbo would aim from the first-person view to let the Wolves have it. However, remember the large boulders being tossed closer to Bilbo's position the longer he stands still. In this instance, equip your Throwing Stones (left on the D-pad) and chase the Wolves. While pressing in the direction of the Wolf you'd like to hit, press the action button to fling a flaming rock. It only takes one fiery shot to turn a Wolf into a puff of smoke.

Fighting Wolves is difficult enough without boulders splashing on and around you. Use the Fire Rock Potion to your advantage to toss fiery rocks in their direction.

TIP **Don't panic, Bilbo! The abundant supply of mushrooms helps if the massive boulders continually pummel you.**

With the boulders the only threat, return to where you picked up the potion. A small cave with glowing rocks provides Bilbo momentary cover. The next task is dangerous, but necessary to collect all the Courage Points available. Run to the cliff edge and hop down to the platform holding the first Courage Points you seek. Another ledge is nearby, followed by another and another that make a broken path along the cliff face. Follow this makeshift path across a vine and up to where you encountered the Wolves.

Another cave is here that provides shelter from the boulders. Above this cave is a trio of vines that lead to a ledge containing a green gem. Make the necessary acrobatics to add it to your collection, then hop down from the ledge.

CAUTION **The Stone-Giants' aim with the deadly boulders is accurate. Do not stand still for too long or Bilbo may end up in a barrage of falling rocks. Keep on the move! A moving target is much harder for the Stone-Giants to hit than a stationary one.**

Climb the stones piled in the path marked by a blue Courage Point. Follow this path around to another series of vines that you must use to reach the next ledge. The first two vines are dark, which means that they will fall after only a few brief moments of supporting Bilbo's weight. Line up your jumps and leap from vine to vine until Bilbo safely hangs from the third vine. The next ledge leads to a much anticipated Save Pedestal.

Stand next to the pillar long enough for a shadow to appear at Bilbo's feet, then move out of harm's way. The crash of the boulder tips the pillar to make a bridge to the next ledge.

A Courage Point waits on a platform over the cliff edge. Grab the point and stand next to the pillar, left of the Throwing Stones. Wait for a shadow to cover where Bilbo stands, then move away. The falling boulder causes the pillar to fall to one side, making a bridge to the next clearing.

Get ready to encounter Wolves as you cross the bridge. You can throw stones at them from this vantage point because the Stone-Giants' boulders cannot hit Bilbo while he is on the bridge. This allows Bilbo to safely destroy two Wolves without having to fight amidst the falling boulders. On the other hand, rushing out to attack the Wolves also works. Either way, make the clearing free of wildlife and collect the pick-ups from the area.

It can be frustrating to try to defeat the Wolves and collect all the pick-ups from this clearing with the non-stop barrage of boulders.

The Stone-Giants are closer, so their boulders are more frequent and accurate. Keep moving to avoid a quick demise. Bilbo can climb the vine near the bridge to a platform with a chest, a Courage Point, and another vine.

Back on the ground level, grab the Fire Rock Potion near the cliff's edge and run into the nearby cave with rock in hand. Bilbo has stumbled into a Wolf den. Thank goodness you have the Fire Rocks. Start flinging the rocks at the Wolf pack until the Wolves are puffs of smoke. Mushrooms line this cave if you need to restore lost health.

As you exit the cave, turn to the left and grab the Courage Point from the platform off the cliff's edge. A Pole Jump will get Bilbo to the hanging vine to pick up a suspended Courage Point. Return to the clearing to scavenge any missed pick-ups, including the ones hidden in glowing rocks. After you collect the pick-ups, lure the Stone-Giants to knock down the pillar and form another bridge. Take the bridge up to the cave and rest from the pounding boulders.

The cave takes Bilbo to a narrow bridge that crosses over the Wolf den visited earlier. The center of the bridge crumbles as Bilbo crosses, unless you perform a Pole Jump over that area. If Bilbo falls from the bridge, he can run outside and up the pillar to reenter the cave. Save your current progress at the Save Pedestal in the next room and walk around the ledge to the left. Collect the mushrooms and Throwing Stones, then turn to the opening that leads outside. Ready your stones and take out the visible Wolves to avoid fighting them under fire from the Stone-Giants.

The floor here is thin and weak. Stand still long enough for a boulder to crash on the ground. A large hole leading to another cave is the result.

Walk around the ledge to avoid a fall into the creature-filled pit below. You will get there soon enough. Exit the area to go back outside and under the assault of boulders. Keep on the move and grab the Courage Points from atop the pillars. It is between the pillars and the mountainside that Bilbo notices the ground seems thin. Stand still for a brief moment to get a Stone-Giant to toss a boulder your way. The boulder will crash through the floor to make a large hole into a cave below. If you have all the Courage Points from this clearing, drop into the hole.

Pesky little creatures litter the floor of the newly opened cave. Be ready to swing a weapon when you hop through from the hole. Clear the small area of creatures and pick-ups, then move forward through the cave into a larger cavern with more of the energized little creatures. This is the pit you were above earlier. Clean the floor of enemies and grab the moveable block. Slide this block underneath a rope that dangles out of Bilbo's reach. With the aid of the block, Bilbo can reach the rope to collect Silver Pennies from the ledge.

TIP When you are in the small circular cave with the small hopping creatures below you, you have an opportunity to skip another section of this level. Below you is a yellow vine. Sneak and ledge-grab the edge above the vine. Press the jump button and push toward the vine. Bilbo will fall off the ledge and grab the vine. You just found a shortcut! Kill the small creatures and exit the cave.

Another vine leads to a ledge holding a Throwing Stone, and into the previous cavern with the broken bridge. A gold chest is on a nearby ledge. Gold chests have more tumblers to bypass when picking the lock, but are worth the effort. This chest yields a Training Scroll that enables Bilbo to perform devastating jump attacks with the Walking-stick. In addition to increased damage, the move now knocks back every enemy in a small radius to clear foes away.

A lightning strike on the path forces Bilbo into this cave with the hope that he can find his way to the Dwarves.

Return to the cave containing the moveable rock and venture outside. Bilbo ends up on a ledge above a couple of Wolves that roam in the clearing below. Because you can't stand still long enough to chuck rocks at them, charge them with your Walking-stick to try out your improved jump attack. Run around the rock in the center of the clearing to reach mushrooms and a Courage Point, then head for the path along the mountainside. Before Bilbo sets foot on it, a lighting strike destroys the path. Seek shelter in the cave and begin your search for another way to the Dwarves.

The long cave spits you out into a large underground chamber made of stone bricks. At the chamber entrance, turn right and examine the stone block that is missing some pieces. This is the machine that controls the door to the right of it. To use it, Bilbo needs to find the five missing gold parts that operate it. You can do nothing more with this machine until you collect the pieces. For now, open the two chests in the chamber and save at the Save Pedestal on the far end.

The door closes behind Bilbo as he walks through the doorway and into another cave. A group of little creatures dances in a circle around a Courage Point stash. Crash their party with a jump attack from the Walking-stick and watch them fall. Clean up the stragglers, then explore the ground level for the two chests, glowing rocks, and mushrooms you can find. A small ledge contains the gold shank head, the first of the five gold parts.

Five gold parts are needed for the gold machine to operate. They aren't hard to find, but take some effort to obtain.

Climb the vine that hangs from a massive pillar near the cavern entrance. At the pillar's top, Bilbo can hop to an alcove that contains another of the missing gold parts, the gold shank arm. Jump across the pillar tops in the opposite direction to reach a Save Pedestal.

Three gold parts remain to be found. One is on a platform beyond the vines. A chest also occupies this platform. From the pedestal, jump to the vines and between them until you land on the platform to collect the gold gear and open the chest. The third vine falls if you hang from it too long, so beware. While on the platform, turn and jump to the platforms above the vines to collect a few Courage Points.

The one way out of the cavern leads to another cave. Pick up the remaining Courage Points from the vine and ledges that lead to the exit from the chest platform. Bilbo can find the small gold gear on the immediate ledge as he enters the next cavern. Don't look down, Bilbo! The pit below is bottomless. Keep that in mind as you jump between the pillars in a quest for Courage Points.

A few glowing rocks rest on a lowered ledge over the platform's edge. Walk down onto it to snatch up the coins hidden within the rocks, then jump to the first pillar. From this pillar, jump to the lower ledge against the cliff wall and hop to the scattered Courage Points. Return to the first pillar so that Bilbo can jump to the highest pillar, which takes him to a ledge holding a chest, and to the final gold part.

Bilbo must manually place each gold part into the machine to open the nearby door. However, he can place them in any order.

With all the gold machine parts in Bilbo's pockets, use the Save Pedestal, then enter the nearby cave. The cave lets out into the chamber with the gold machine. Bilbo must place the parts into the machine one-by-one by pressing the action button to select the appropriate parts. However, there is no particular order. The door to the machine's right opens when the pieces are placed, revealing a long cave.

Quest Complete

Dwarf Mines

Bilbo manages to wander into the old Dwarf-mines. Although cold and wet, the ruins are better than the constant barrage of boulders the Stone-Giants throw. To make things even more comfortable, the torches throughout the ruins provide decent lighting. Well Bilbo, it's time to explore and see if you can find a way out of this place and back to the Dwarves.

TIP **These Dwarf-mines overflow with Courage Points and Silver Pennies. While most are in plain sight, others are hidden out of view and in hard-to-reach places. Keep your little Hobbit eyes open and search every nook and cranny for the precious pick-ups.**

Follow the courage points around the bend to the left, then hop across the platforms and onto a winding staircase. Halfway up the stairs, jump onto the small ledge holding the blue gem. Bilbo must hang from a small ledge above and travel to the left under the wooden platforms. Shuffle to the left while hanging onto this ledge until you come to a vine hanging between the wooden planks. Be careful as you make the transition from ledge to vine, and vine to wooden platform.

Shuffle around the large pillar on this ledge to reach one of the many hard-to-reach Courage Points throughout the Dwarf-mine ruins.

The wooden platforms lead Bilbo around the pillar and across a busted bridge. Watch your footing as you cross and continue down the path, around another pillar, and to a string of floating platforms. Grab the Courage Points along the way and stop at the Save Pedestal ahead. Save often throughout the ruins, Bilbo. You never know when you may find yourself falling into the water that surrounds these ruins.

TIP Been wondering how to reach that large pink Courage Point atop the nearby pillar? From the Save Pedestal, turn Bilbo toward the small pillar that sticks out of the water. Step onto the edge of the ruins and jump to the pillar. Jump to the next pillar and use the vines to reach the desired Courage Point.

Take the steps up to a floor full of Courage Points, and a copper shank arm. Another machine nearby must use copper pieces! Hang on to the piece for safekeeping and head to the stairs at the back left of the copper piece. This short flight of stairs leads to hidden pick-ups. Right of where you found the copper piece is a lever. Pull the lever to slide a brick out from the wall ahead.

Jump onto the roof-like structure to gather more of the elusive Courage Points. You'll need to perform a Pole Jump to jump from one pillar to the next.

Find the brick along the nearby wall that appears and use it to reach the ledge above. Bilbo finds a chest and another copper machine piece here. While here, turn your back to the chest to find the Courage Points on the roof-remains of the area you just visited. Use the blocks at the ledge's end to boost Bilbo onto the roof structure, and collect the Courage Points from the pillars. Pole Jumps help Bilbo cross the large gap between the first two pillars. Use the fallen pillar as a landing pad when jumping down from the final pillar in the water.

When you make it down to the lever, continue around the ruins. Leap to a pillar sprouting from the water to the left; it holds a chest and the copper shank head needed for the copper machine. A large pink Courage Point is on a small platform to the pillar's right . Make the jump to collect the gem, then Pole Jump onto the ruins.

Like the gold machine, the copper machine requires that Bilbo find all five missing pieces before going on. The machine operates the nearby bridge.

Climb the steps, then look to the left to spot another copper piece. Climb another quick set of steps to find the copper machine to the left and the final copper piece on a ledge to the right. Collecting this piece rounds up the missing copper pieces you need to activate the copper machine. Open the nearby chest and put the copper pieces in place. The bridge near the chest will lower to allow Bilbo access to another portion of the ruins.

TIP Above the copper machine is a strange symbol. Throw a stone at it and it opens a door to a treasure chest back a little ways.

Quest Complete

Pole Jump from the lowered bridge to another Save Pedestal. Follow the ruins to the right from the lowered bridge and collect the Courage Points from the floor. On a ledge along the wall, Bilbo finds a metallic shank arm. It seems Bilbo must collect machine parts to move on. Grab the chest from the edge near the water and return to the pedestal.

Walk to the unexplored side of the ruins from the pedestal and snatch up the Courage Points around the stone floor. Down the far steps, toward the water, is a medium metallic gear. Grab the gear, then find the moveable block near the pillar. Slide this rock against the pillar to jump up and open the chest for an Antidote Potion. Save this for future use. Hop down and jump to the next portion of floor in the middle of the ruins.

Before chasing down the chest you can see ahead, aim a Throwing Stone at the square carving in the center of a small alcove along the left wall. A golden chest is revealed on the other side of the ruins. Backtrack to where you found the first metallic piece and pick the lock of the gold chest. When it opens, Bilbo receives a Training Scroll. This scroll enables Bilbo to perform the enhanced Jump attack with Sting. Now, go get the chest you spotted earlier by hopping on the small platforms to the right. The large platform holds the small metallic gear, and it is from this platform that Bilbo jumps to the floor above the newly opened chest.

Throw a stone at this square marking to unveil a hidden gold chest in the area where you found the first metallic machine piece.

A red Courage Point marks a lever on the first step of the floor above the chest. Pull the lever to lower a nearby wall and unveil another chest, a metallic piece, and another lever. Collect the items and pull the lever, this time to raise a stone column. Before finding the column, walk along the outside ledge of the ruin to the lowered wall's left. A Courage Point is there.

To the right of the lowered wall is another gap to jump to reach the newly raised column, along with a moving stone. Move the stone against the inside wall and use it to reach the ledge. Pull yourself up to the top of the ruins, and leap to the next roof and a golden chest. Pick the lock to be rewarded with large sacks of Silver Pennies. While on this roof, walk along the edge until you spot a large white Courage Point on a far off platform. A nearby pillar enables Bilbo to Pole Jump and grab the brilliant gem.

Push the moveable stone against the stone wall to reach the ruin's top. From here, Pole Jump to a golden chest that contains a handsome amount of Silver Pennies.

Pole Jump to the starting pillar and make your way across the roofs to the column you raised moments ago. The final metallic piece is here, as well. Grab the piece and follow the Courage Points to the next platform holding the metallic machine. Don't overlook a chest along the path's left side when you run to the metallic machine. Place the pieces to lower the nearby bridge and reveal a cave that leads to another Save Pedestal.

Quest Complete

The Troll Key is nearly the same size as little Bilbo. Oh well, it can still open the large doors so Bilbo can find his traveling party.

Save your game so that you never have to find another machine piece, then take out your frustrations on the little creatures dancing around a large gold key ahead. Smash the little guys with your weapon of choice, grab the key, then press the action button on the keyhole to the right of the large wooden doors to unlock them.

Run through the next cavern and collect the chest contents and Courage Points along the way. A vine waits at the end of the cavern. Climb down, save your game if needed, and continue forth. Bilbo, did you ever think you would be so happy to be outside again? That is, unless more Stone-Giants stand ready to toss boulders in your direction. For the moment, all seems quiet. Let's hope it stays that way.

Follow the path along the mountain cliff. A series of vines is all that separates Bilbo from contact with the others. Grab the chest contents as you jump through the vines. As you climb the final vine and hop onto the clearing, Gandalf can be seen on the ledge above. He speaks to you. He tells you to hurry along the path to meet them on the higher ground.

Take your time across these vines. After all that you have been through, you wouldn't want to see Bilbo harmed by rushing. Don't forget the chest!

Save along the path and enter the cave. The door slams behind you, but don't be alarmed! Gandalf appears at your side. As you get reacquainted, Goblins break in on your party. React quickly as the cutscene ends because Bilbo is surrounded by the nasty Goblins. Create space by jumping out of the way of attack, and retaliate. Gandalf's magic helps here, but he can't take them all out on his own. Give aid and collect mushrooms when needed.

Ambushed! Use the mushrooms along the wall if the Goblins begin to get the best of you. However, not even in full force can the Goblins take on the duo of Gandalf and Bilbo.

TIP When fighting the Goblins with Gandalf, stand toward the door you entered, fighting only what comes to you. This allows the majority of fighting, and damage, to be done by Gandalf. Bilbo reaps the rewards, while the Wizard does the brunt of the work.

You can finally give Bofur his dry wood, Bilbo. What a mess that turned out to be, huh?

When the fight is over, grab the heap of Courage Points and run to meet the Dwarves. Boy have you got stories to tell them. Oh yeah, and give Bofur his "confusticated" firewood.

Quest Complete

Chapter 5: Riddles in the Dark

Having made camp for the night, everyone sleeps.

Except Bilbo, who awakens when he hears a noise. Goblins are on the prowl.

His friends don't notice that the Goblins strike the Hobbit unconscious as the Dwarves are taken captive.

Alone in the Dark

With the Dwarves captured by Goblins and Gandalf nowhere to be found, Bilbo is left to his own devices in the dark caves and tunnels. Equip Sting and the glow of the blade illuminates the way. A pile of Throwing Stones is near what looks like an impenetrable stack of boulders. However, that's the way out. Move to it to see the path through the large rocks.

Past the boulders is a gap with platforms to jump on. Fire bats guard the gap. Use your Throwing Stones to destroy them, then jump to the higher path. At the top is another bat that you smack with the Walking-stick. Drop, then use your Stick-jump to clear the gap ahead and land on the path below.

This wall of boulders is not as solid as it looks.

Pay attention or you'll fall into the gap.

Follow the path and deal with the Burrowing Eels popping out of their holes. Watch for the pointer arrows to indicate where they'll come up next. Save your game at the Save Pedestal and look for rope hanging over the gap ahead.

The rope is temporary and will break after a few seconds of hanging on it. Jump to it, climb a few feet, then jump again to clear the gap and find a large Courage Point gem, an Antidote Potion, and a Health Potion.

Loot waits at this dead end.

Return to the gap you just crossed and fall down the short drop into it. A series of platforms leads down, so move from one to the next until you see a spider web strand. Grab the strand and slide down. Spiders attack as Bilbo drops at the bottom.

Clear them away to see giant spider webs blocking the way on all sides. Sting cleaves through the strands. However, each time you slice a web more spiders attack. Be on your guard!

CAUTION Be careful of the green spiders, which can poison Bilbo.

You see a large wooden door that is locked. Search the area to find a web rope. Climb it to a tunnel with more webs. Hack your way through, keeping to this path. Bilbo comes to a dead end with a giant spider guarding the way. Battle this monster to the death, then scoop up the loot it hoards.

Backtrack to find a ledge leading to another tunnel. Jump up to grab the Antidote Potion at the end. The tunnel opens above the floor of the area you were in earlier. Traverse several web ropes. Jump from one to the other until you reach the tunnel at the other side of the room. Cut the webs that block your way and move on.

This brute is in the way.

You reach the other side of the large wooden door and the path that leads away from it. Follow the path to find a Save Pedestal (save your game) at an open area. Smash the boxes, then approach the bars.

You've found Balfor. He's an unfortunate Dwarf enslaved in these mines. He tells you to find a gate guarded by Ugslap. Once through the gate, you must climb up to the jail and help free Balfor. It may take some time, but Bilbo never turns down a Dwarf in need.

This Dwarf needs help.

Find the wooden platforms to the right of the bars. They lead down a wide shaft. At the bottom is a pair of Goblins. Climb down, take care of the Goblins, and move on.

At the end of the tunnel, a long cutscene sweeps through the open expanse of the mines. You must follow a circuitous route to reach Ugslap's gate. Save your game and we'll get to it.

The mines are daunting, but you'll pull through.

Clear the crates on the first rock platform Bilbo finds, then go to the left of the Save Pedestal. Next comes a strange mill wheel–like contraption with platforms. Jump to a moving platform and ride it down. Jump to one of the trays on another platform wheel below and ride that to the stone ledge.

Be ready to fight the Goblins that patrol the area. You must clear them away before exploring. When they're gone, move to the end of the large rock area. Watch out for Goblins throwing blasting powder.

The guards can do you mischief.

You must extend a bridge to progress. Find the wooden scaffolding and follow it to a ladder. Climb down to find a switch. Activate it and a bridge extends, allowing more Goblins to attack. Climb up, and the bridge is next to the scaffolding. Cross over, clearing any Goblin resistance as you go, and search for the chests and crates on the scaffolding on the other side. A Freeze Rock upgrade farther on helps deal with the Goblins.

Quest Complete

Move to the right of the scaffolding and to another open area. A group of Goblins awaits. Use the Freeze Rocks to stop at least a few and deal with them. When it's clear, go through the crates and the chest to find more items, then save at the Save Pedestal along the platform's edge.

Next to the Save Pedestal is another platform wheel. Jump on a tray and ride it once around to pick up the big Courage Point gem at the bottom. Ride to the top and jump over to the next platform wheel. The timing is tricky, so be careful. The second platform wheel leads to two areas containing items Bilbo should clear before moving on. Jump to the scaffolding near the peak of the tray's circuit. You discover more scaffolding and a narrow beam to traverse on your way to a locked chest. Open it, then backtrack to the platform wheel.

Another group of Goblins. Use the Ice Rocks to make it easier on yourself.

Jump to the scaffolding near the tray's downward arc. Bilbo can catch the wooden beam. Follow it to a shorter beam and jump to a scaffold platform holding a blue chest. Open that, then go to the first. Jump to the next wooden platform and follow that scaffolding to a golden chest.

CAUTION The wood before the chest will fall under Bilbo's weight, so jump over the discolored spot on the scaffolding.

Go to that second platform wheel and ride it up to the third wheel. Jump aboard and ride that to the next rock path. Be ready for a few more Goblins.

When they're gone, move on to a cutscene showing Bilbo wondering how to lower a bridge. The red barrel, he states, might be useful.

Serious loot beckons in this golden chest.

He's correct. You need to use the red barrel's explosive power to help you lower the bridge. First, however, pass the bridge and find the regular barrel on the ground. Pick it up and move it off the pressure plate. The first half of the bridge lowers.

Continue down that path (away from the bridge for now) to find a nest of Burrowing Eels. Deal with them, and hop up the outcrops to more scaffolding and a chest. Clean it out, then head to the bridge.

This area is crawling with monsters.

The red barrel is the second key to lowering the bridge.

Use your Throwing Stones to hit the red barrel. It explodes, lowering the second half of the bridge and allowing you to cross. Mind the gaps as Bilbo goes over the bridge. You may want to use the Stick-jump to be safe.

It should be a peaceful walk along the path to the next Save Pedestal. Beyond it, however, are more Burrowing Eels. Save, then push through the creatures to the platform wheel. Jump on and ride it down to the next wheel. Ride that down to the next area.

Grab the Fire Rock Potion and use your Throwing Stones to thin the herd of Burrowing Eels. Clear the monsters and head through the narrow path that leads to more wooden scaffolding.

Go to the platform wheel and continue along the path, past the worm-like creatures' holes you cleared a moment ago. Bilbo walks into another open area containing a load of Goblins hanging around. Use Fire Rocks to deal with some from afar. They charge, so be on your guard!

In the back, Bilbo finds more scaffolding and a chest.

TIP The Fire Rock Potion regenerates so you can go back for more.

Approach this large group of Goblins with caution.

A load of mushrooms in the area assists if you're hurt. After things calm down, open the chest on a bench and smash a couple of crates for some Courage Points. Press on to the next section to battle more Goblins, and save your game.

Find the ladder next to the Save Pedestal and climb down. Ugslap's gate is nearby. Head over and talk to him to start a cutscene.

Ugslap isn't helpful. He wants the Wart-stone in exchange for opening the gate.

He tells you to fix the Wart-lift, which will take you to the area where the Wart-stone hides.

Finding the Wart-stone

Climb up the ladder to find a trail of Courage Point gems up to another set of scaffolding. Go up and follow the scaffolding to another platform wheel. Ride it down to another scaffold and climb the ladder down to the outcrop. Here Bilbo finds a lever box with no lever. You must find the lever and bring it back. Clear the area of breakable boxes and Courage Points, and jump on the platform wheel. Bilbo must activate a series of lifts to get the Wart-lift working.

The Courage Point gems show the way.

The lever box is missing a vital piece. Bilbo must retrieve it to move on.

Grab the chain hanging down at the wheel's peak, then leap to the next chain, and from there to a rock path. Follow the Courage Points on the path into a tunnel (this is the red barrel side of the bridge, but Bilbo will follow a new path now). He finds the key to the Mugg-lift. At the end of the tunnel is the control panel for the Mugg-lift and a Burrowing Eel. Deal with the Burrowing Eel and open the chest in the corner. Use the key to start it up and ride on the platform.

The Mugg-lift goes up. Jump off on a scaffolding platform holding the gold lift box. This is the Grit-lift, but Bilbo must find the key. Veer left and follow the scaffolding to a large hollow in the cave wall. A Goblin stands guard in there, so use Throwing Stones to soften him up, then charge in to finish him off. Save at the Save Pedestal and search out the items in the room, which include the golden Grit-key. Head to the gold key box.

The Mugg-lift.

The Grit-lift.

TIP After getting on the Grit-lift, Bilbo sees scaffolding to the left. Jump onto it, then across the rail tracks (watch out for mine carts) to nab a large Courage Points gem. Reverse course to get onto the lift. The jump is perilous, but Bilbo can do it when a platform passes nearby.

Use the Grit-key to activate the Grit-lift and hop on. This one takes you horizontally across the mine on a long path to more scaffolding. Hop off and follow the scaffolding to a ladder. Climb up to unearth another hollow in the cave wall containing two guards. Deal with them and snap up the loot, along with the Dim-key for the Dim-lift.

TIP After you hop off the Grit-lift, look to the right to see scaffolding across a gap from the lift platform. Use a Pole Jump to reach it, then climb the scaffolding to find a large Courage Point gem. Head to the lift platform and the ladder beyond.

Go down the ladder you used to reach the hollow and look at the rail tracks below. Notice the outcrops holding Courage Point gems. Pole Jump to the closest, then down to the rail tracks. Bilbo can see the next hollow he's headed for. Pole Jump to it from the tracks and destroy the monsters inside. Open the golden chest, then find the ladder out of the hollow.

The hollow you're headed for is full of foes.

Climb down to find the control box for the Dim-lift. Open it and activate the lift. Save your game at the Save Pedestal, then hop on and take a ride.

Rock outcrops lead to a Save Pedestal at the other end of the Dim-lift. Pass it and grab the Wart-lever from a bit of scaffolding. Grab it, then save your game. Just past where you picked up the Wart-lever is a chain. Jump and grab it, and hang on as it slides to another set of scaffolds. Follow the Courage Point gems down a platform wheel and another ladder, which leads Bilbo to the Wart-lift control box. Use the Wart-lever to activate it.

The Dim-lift.

The Wart-lever.

Climb up the ladder and ride the platform wheel to the scaffolding, then follow the wooden planks to another flat area containing a couple of Goblins patrolling (an area above Ugslap's gate). Defeat the Goblins, then ride the newly active Wart-lift across the way.

Ride the Wart-lift.

The short ride ends near a Goblin guard on a narrow stone bridge. Fight him, but watch your step or Bilbo falls to his doom. When it's clear, look into the glowing pit for a series of scaffolds and beams holding Courage Point gems and two chests. Negotiate the beams and gather the treasure from the two chests.

Step in the glowing pit.

Get to the narrow ledge and head toward the platform wheel. You can climb down the nearby ladder to gather more treasure on the scaffolding below. Ride the platform wheel.

You'll need to make jumps onto two more platform wheels to get up to the next rock path. Once there, save the game at the Save Pedestal and climb the ladder. It leads to another hollow containing a Goblin Chieftain. Rush in and defeat him.

When the Chieftain is down, gather the loot, then face the golden chest. This may take some effort due to several locks. You can use a skeleton key if you have one. Bilbo finds the Wart-stone inside after he opens the chest, and now must return it to Ugslap.

The hollow that holds the Wart-stone.

Quest Complete

Up to the Jail

With the Wart-stone in your possession, return to the last Save Pedestal to save the game. Head for the nearby bridge (mind the gaps) and cross. You must balance across a narrow beam and destroy another Goblin Chieftain. With these challenges met and conquered, move to the edge of the rock platform the Chieftain was on and raise the camera to see the scaffolding needed to descend.

TIP On the narrow beam, Bilbo jumps under the large Courage Point gem to collect it.

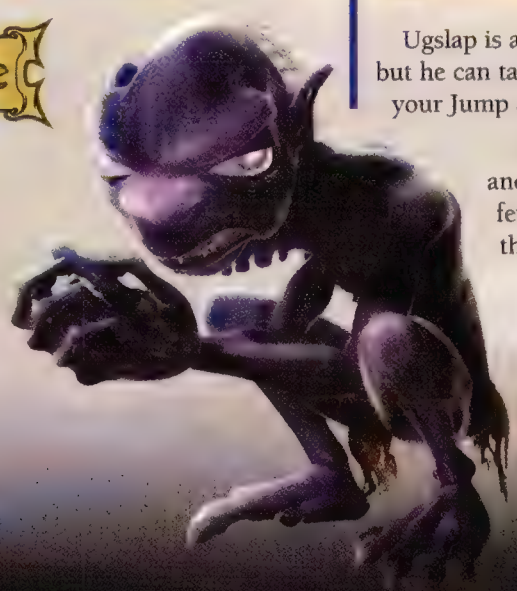
Climb down the scaffolding, open the chest, then drop to the Save Pedestal. Save again and climb down the ladder to Ugslap's gate. Approach the Goblin guard and talk to him.

It's easy to miss this scaffolding.

Ugslap is happy Bilbo found the Wart-stone, but is reluctant to let him pass the gate intact. Get ready for a tough fight.

Ugslap is a strong Goblin. Not only does he have a large shield, but he can take many hits and keep fighting. Target him and use your Jump attack with Sting. This should take his out shield.

After that's done, use hit-and-run tactics. Sweep in and use a Jump attack to knock him down. Swipe a few times when he's on the ground, then pull back as the Jump attack meter recharges.



Use the Jump attack to take the shield out of the equation.

TIP Mushrooms grow in the crates behind Ugslap. Gather them if you're in dire need during the battle.

It may take some time, but be patient and keep Bilbo safe. Keep him targeted to back those Jump attacks. When the brute falls for the last time, Bilbo can move through the gate and onward.

Quest Complete

Next comes a tall room with scaffolding and ladders leading up around the inside wall. Climb up to the chain and jump on. Shimmy up the chain, then jump to the tunnel containing the Save Pedestal. Make sure to save.

NOTE One of the scaffolding platforms to the right of the chain holds a golden chest. Open it for the items inside.

Move beyond the Save Pedestal to find where Balfor is kept. Goblins patrol, so use the crates as cover to dart to the Dwarf's cell. Travel along the wall to your right. Talk to him and a cutscene begins.

The Dwarf is behind bars.

Quest Complete

Balfor cannot believe Bilbo made it this far. He points to the switch Bilbo must throw in order to free him. When he's out, he takes care of the guards.

The trick is to sneak to the switch. It isn't far, but if the Goblins see Bilbo, he's in the soup. So crouch behind the nearby crates and wait until the two Goblins by the switch both head away from it. Dash for the switch and activate it.

The switch is nearby, but don't run for it helter-skelter.

Balfor, free and with a convenient axe at hand, makes short work of the Goblin guards. After the dust settles, the Dwarf instructs Bilbo how to get out of the mines. He points to a passage with a line of blue Courage Point gems leading into it. That takes the Hobbit to the mine cart that leads out of the caves.

Quest Complete

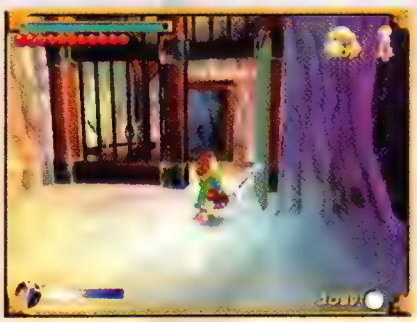
Before he finds the cart, gather the loot. There's a way to reach the platforms around the central pillar. It has to do with the unbreakable crate on the ground level, and a ledge on the wall.

TIP Don't forget to search Balfor's cell. A large Courage Point gem waits inside.

Once you've figured out the way to get to the central pillar, climb up to sweep out the Courage Point gems and other items. Grab the training scroll inside the alcove containing the golden chest.

Another room holds two chests, a skeleton key, and a switch. Open the chests, pick up the key, and throw the switch. It opens the cell near the last Save Pedestal. Drop and clear it out, then save your game.

Follow the Courage Point gems in the passage Balfor indicated. Bilbo comes to another tall cylindrical room containing scaffolding winding up the inside wall. Jump and climb up, then use the chains at the end to pull Bilbo to the top.

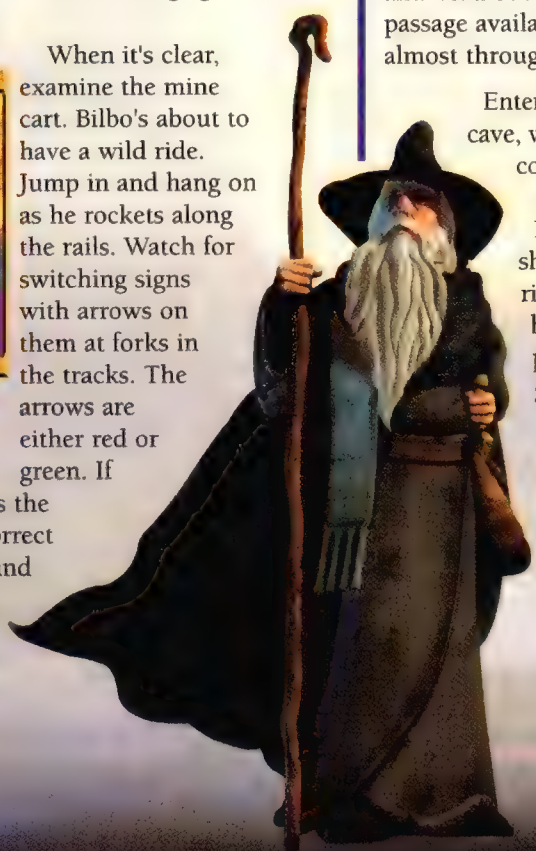


This cell opens into a little tunnel. Grab what you find.

A trio of Goblins guards the area the Hobbit must jump to, so be ready to fight. Dispatch them and use the Save Pedestal to save the game. This is the room you first saw Balfor in so long ago.

These three are troublesome, but Bilbo is almost out of the wretched mines.

When it's clear, examine the mine cart. Bilbo's about to have a wild ride. Jump in and hang on as he rockets along the rails. Watch for switching signs with arrows on them at forks in the tracks. The arrows are either red or green. If the arrow is red, the mine cart takes the wrong track. Green indicates the correct track. Use the attack button to hit and switch the signs. The timing is tricky.



Press the button a second before Bilbo reaches it. However (and this is the tricky part), you want to find the final alcove. To do that, make sure the first two signs are red and the third one is green. Don't flip the signs, as Bilbo travels to bank into the alcove containing a chest, Courage Point gems, and a Waters of Vigour Potion. Smash the vases and crates to clean out the alcove.

This arrow points at the wrong track.

This little alcove holds serious loot.

After it's clear, jump into the cart and work to turn the signs to green arrows. If you miss one (or mistakenly flip one to red as you pass) Bilbo either circles around or ends up at the beginning.

When you hit them all correctly, Bilbo launches through a waterfall and into a new area.

Save at the Save Pedestal and head out the only passage available. You're almost through.

This landing is rough.

Enter a dark, dank cave, with water covering most of the floor. Follow a thin shore to the right, to a bunch of Courage Point gems that lead up to another platform. Lying there in the dark earth is a shining golden ring.

The One Ring is in the dark cave. Keep it in a safe place.

Chapter 6: Flies and Spiders

Legend

Quests: 7

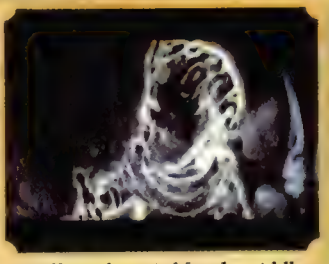
- ◇ Find the Dwarves
- ◇ Rescue the Dwarves
- ◇ Escape the Spider Lair
- ◇ Burn away the thick web
- ◇ Find oil
- ◇ Use oil on campfire
- □ Find memento for Corwin

Note

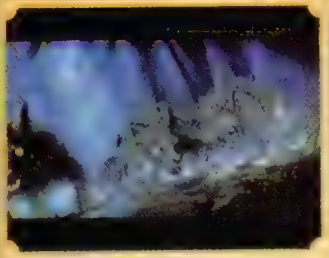
◇ = Required □ = Optional

Courage Points Available: over 4,000
Silver Pennies Available: 1,023
Chests: 21
New Move Scrolls: Master Sword Tactics

Bilbo finds a ring on the ground, then the creature called Gollum finds him. They engage in a riddle game until Bilbo can't offer any more riddles. But Bilbo, forgetting about the ring, asks what is in his pocket.



Gollum doesn't like the riddle at all. After Bilbo accidentally slips on the ring, he turns invisible. Thinking the Hobbit left, Gollum runs for the exit, leading Bilbo to the way out.



Once outside, Bilbo meets the Dwarves, but they aren't out of danger yet. Their group is attacked by a large pack of Wargs, forcing them to climb trees to escape.

They reach the tops of the trees and are rescued by large Eagles that fly them to the edge of Mirkwood. There Gandalf leaves the group, warning them not to leave the path as they travel through the forest.

After supplies run low, the Dwarves chase after Wood-Elves feasting in the woods. Soon Bilbo finds himself alone. He must find those blasted Dwarves.

A Dark Lonely Journey into Mirkwood

What happened to Bilbo's party? All the Dwarves are gone and Bilbo's all alone. You must find them to continue on the journey. Smash the spider eggs in the area to collect the goodies inside. Save your game at the Save Pedestal and climb the only hanging rope around to get out of there.

Cross through the hole in the tree and carefully sneak into the next area. Mean plants wait for some nice Hobbit meat. Drop off the tree branch to the right and hack the first black plant. Get close enough for the other plants to spit at you, then run around them to avoid any damage. After they're spent, rush in and hack them to pieces. Nearby is a chest filled with treasure and a tree root to climb.

A few nasty plants haven't learned any manners. Get too close and they spit harmful projectiles. A moving target is hard to hit, so run around them. Run in for the kill after they fire.

Drop to the floor on the other side of the root and weed out the nasty plant, then break the nearby spider eggs. It might look like the path is blocked, but a quick swipe of the sword at the cobwebs reveals steps. Climb the steps and you find Dori's helmet. What could have happened to him?

The path might look like a dead end, but cut through the cobwebs and continue on the journey. Are you wondering what kind of large hideous spiders made those webs? Don't worry, you find out soon enough.

Drop to the next area and get ready to fight. Some huge spiders charge in for blood. Use Sting to hack them to arachnid pieces. Keep moving while on the attack. While Bilbo's busy with one, the others try to circle around and strike when his back is turned. With the spiders dead, smash the spider egg and collect the Silver Pennies.

Yikes, those are big spiders! Run around and kill them one by one. If Bilbo stops too long, the pack gangs up on him.

CAUTION Once you slash a giant spider web, get ready to fight. The vibrations on the torn webs alert nearby spiders to the Hobbit's presence. Have the weapon handy because the giant beasts attack with hate in their beady dark eyes.

TIP The sword might be one of Bilbo's most powerful weapons, but the Walking-stick is more effective when dealing with the smaller spiders. It has a larger radius in the swing and hits more targets.

With the area clear, the Hobbit finds his path once again blocked by a huge spider web. Different spiders swarm after he slashes the web. The green spiders might not be as large as some of the others Bilbo fought recently, but they have a poisonous bite. Kill them as fast as possible, then use an Antidote Potion to stop the poison from flowing through his body.

TIP Kill off all the green spiders in an area before using an Antidote Potion. You don't want to use a potion, only to get bitten by another green spider, which would force you to use another antidote.

A pool of filthy water blocks the path. If you touch the water, Bilbo is poisoned. Since you can't wade through it, use the hanging vines to get across. The first vine rises after you touch it and the second one drops after a few seconds. The best idea is to jump from vine to vine to get across as quickly as possible, before the vines move too much.

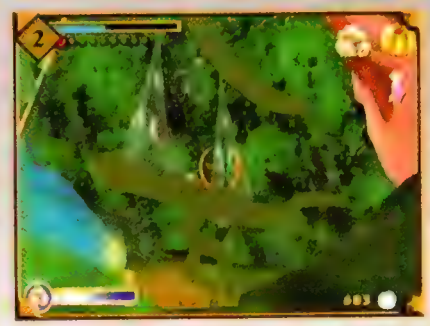
When Bilbo can't seem to go on, look for alternate methods of travel. Vines help him swing to the other side.

Once on the other side, save the game, then collect the pile of Silver Pennies in the center of the path. It looks like Bilbo upset the evil minions of the Necromancer. These creatures are slow enough that you only have to deal with one at a time. Charge at the beasts and use the Jump attack to knock them off their feet. With their backs on the ground, you can slash away at them. When they get up again, use another Jump attack to finish them. Defeat the third one to clear the area for a moment.

Run to the water's edge to the rotten tree, just what Bilbo needs to get to the other side. Grab stones nearby to hurl at the rotten branch. The fallen wood floats a little way down river, but stops to make a nice bridge to cross.

TIP After crossing the river with the rotten branch, go left. There are some vines you can climb to get onto the tree branches from the previous area. Many Courage Points and other good stuff are up there.

Climb the bank on the opposite side and run to the left. Open the chest for nice stuff that includes pennies and an Antidote Potion. Farther down the trail those mean black plants block the path. Fortunately there are Fire Rocks nearby to grab. Throw the hot stones at the plants to wilt them in no time.



A rushing river can't stop Hobbit ingenuity. A well thrown stone converts a rotten branch into a nice bridge to cross.

Climb the vine behind the dead plants, then climb to the top of the tree root. Drop down to find a camp. It looks like the scene of a huge battle. Luckily Bilbo doesn't see any bodies around, especially the short figures of his friends. But Bilbo does find Corwin, a huntsman from Lake-town. He says the spiders took large bundles that could be Bilbo's friends. Unfortunately the path is blocked with thick cobwebs. Bilbo can get by them once he uses oil on the campfire nearby to burn them down. Corwin adds that there's oil to the north. What are you waiting for?

Looks like a huge battle scene. Luckily no dead Dwarves are seen, which means there is still a chance they are alive somewhere. At least Bilbo is on the right track.

Off the Beaten Path

Since Bilbo is temporarily blocked from following his friends, he takes Corwin's advice to look for the oil up north. Enter the hollow root and slice through the small cobweb. At the end of the tube, slide down the wall to the ground below. Be quiet! Many dark plants lurk nearby. Sneak by if you want, but why not kill them to collect more Courage Points? Although it might look tough, it can be done with little or no damage.

Rush in and Jump attack the closest plant. Give a few hits then run as far away as possible. The spray from the plants doesn't go that far. By the time the other plants realize danger is nearby, Bilbo is watching from a safe distance. After the plants spray a barrage of exploding pollen, rush back in and attack the same way. Keep up the attack until all the plants are mulch.

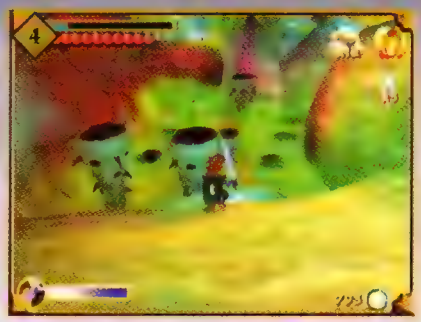
TIP This is a great opportunity to use the Ring.

Climb the rope behind the deceased plants. On the other side of the wall is a nasty pool of poisonous filth. Bilbo must jump from pillar to pillar to get to the other side. Jump to the first pillar in front of him. As soon as he jumps, it begins to shake and drop. As it begins to lower, another pillar rises nearby. Jump to it before the platform Bilbo's on touches the poisonous ooze below. Jump from platform to platform to a small alcove right of the screen to find a large gem. Once Bilbo has the white gem, use the rising pillars to cross the poisonous chasm. Just remember to keep moving. When the pillar he is on starts to shake, find one that is rising. After the last pillar, jump to the root and save the game at the Save Pedestal.

Plants aren't a real problem if you follow some simple advice: Hit and run! Attack the plants with everything in the arsenal, then run to safety before they retaliate.

NOTE It is hard to judge the distance of a jump when rushed. If Bilbo falls into the muck below, he must run back and jump up to the ledge he started from. Don't forget to use the antidote to cure any poison in his system.

Slide down the ledge and run to the right. Tucked away in a little nook in the rocks is a chest to open. After collecting the goodies, slide down the hillside. The floor in the center of the room looks a little funny. Take a few steps onto the funny looking floor and it collapses along with Bilbo, who finds himself in a flooded pit. Pull the stone away from the wall nearby to let the water flow back into the pit. Once the stone is moved, quickly jump on the log in the center. The log rises along with the water level.



The rising platforms in the ooze lead where the Hobbit must go. He must quickly jump to a new platform before the one he is on sinks into the muck below.

After the water starts to flood the pit, the only chance of survival is the floating log in the center. Ride it to the top as the water pours into the pit. When Bilbo reaches the top, he can jump to safety.

Before you jump to unexplored dry land, first climb the vine hanging next to the log. Climb for a few seconds and then jump to the ledge. If you stay on the vine too long, it snaps and drops Bilbo into the water where he drowns. Grab the Silver Pennies and Courage Points, then jump back to the brown vine and swing to the floating log.

Time to continue the journey and jump to the dry land skipped earlier. Grab the Silver Pennies and smash the spider egg for a mushroom. Walk a little way down the path and hungry spiders rush in to attack. Use Sting to take them out one by one. When the immediate area is clear, collect goodies by slicing some of the small webs in the area. Open the chest in the area to collect the oil you seek.

TIP Killing spiders is always fun and provides Courage Points. But if Bilbo doesn't want to fight them or is low on health, just run toward the water and jump back to the floating log. Enraged, the spiders charge Bilbo, only to fall in the water and drown.

Skip slicing the giant web near the water's edge for now and follow the path to another giant web in the wall located near a spider egg. Slice the web with the sword and slide down. As Bilbo hits the icy floor, the largest spider ever enters the area and creeps in to attack. Wait until it gets close, then use the Jump attack to flip it on its back. As it struggles to right itself, start to hack it. After it is back on its feet, use another Jump attack to repeat the process. Be sure to use a Health potion if Bilbo runs low on health. After a few rounds, the giant spider is defeated.

With the area clear of danger, get Bilbo out of there. Push the square block on the floor over to the nearby wall with the chests above. Jump on the stone and pull up to the ledge above. Open the chests for some items. A gold ring is on the ground nearby. Grab it! You never know when it might come in handy. After the alcove is cleaned of everything of value, run to the ledge and jump to the platform on the right. Continue to jump from platform to platform until Bilbo reaches the ledge above the entrance to the cave. Jump to a platform on the opposite side to get Courage Points, then jump back. Follow the ledge out of the cave and fall to the floor below.

The reason this giant spider looks big and mean is because it is. But it is not too hard to defeat. Use Sting to Jump attack the beast and flip it on its back. That's exactly where you want it.

Run to the first giant web Bilbo passed near the water and give it a whack. Kill the three poisonous spiders that emerge. Follow the trail up and collect the Courage Points, smash the spider egg, open the chest, and collect the Silver Pennies. Follow the trail until Bilbo can fall to the ground below and enter the trashed camp visited earlier. Talk to Corwin and return the ring found in that alcove. He thanks Bilbo kindly.

Quest Complete

Now run to the fire near the thick web and throw the oil on the fire. The fire grows large and burns away the giant thick web that once blocked the path. Now Bilbo can continue on to find his Dwarf friends.

A little oil on the campfire creates a blaze even the strongest web can't survive. With the web gone, Bilbo continues his search for the Dwarves.

Quest Complete

Back on the Trail of the Missing Dwarves

With the path clear, it is time to travel once again. Climb the web rope near the fire to jump to the ledge nearby. Fall to the ground and Bilbo sees Nori's cap. He must be getting close. Grab the Silver Pennies and mushroom, but get ready. Three brown spiders and three green spiders rush in to scavenge a piece of Bilbo's plump body. Dice them with Sting and tend to any poisoned wounds incurred.

After the danger is gone, grab the cluster of mushrooms near the ledge to refill any missing health. Open the chest for a Health potion and smash the spider eggs near the water. The water is too wide and deep to cross. Follow the water to the left, then climb the vine next to the tree. From the wall, jump to the hanging yellow vine and then into the hollow tube. Slice through a web and jump the chasm to get to another hollow tube with Courage Points inside. Slice the next web to send green spiders charging. Hack them to bits before following the tube to a Save Pedestal.

The water is too deep to cross. Luckily the green vines on the wall are for Bilbo to climb.

It's a long way down, so don't fall. The only path is along the tree branch. Get a running start at the end of the branch, then leap for the hanging vine. It's a long jump, so jump at the last possible moment. After Bilbo grabs the vine, it starts to drop down. Climb to the top of the vine and jump back to the last branch. On the other side of the main trunk is another small branch. Run along this side branch and jump to the rocky platform at the end to grab a large Courage Point and open a chest.

Now fall to the ground below and return to the green vine that lowered on Bilbo earlier. Climb it to the top, collecting Courage Points as you go. Make a small jump from the vine to the rock platform nearby.

Bilbo might feel like a squirrel spending so much time in the trees, but it is the only way to get where he needs to go. Just make sure he stays on the vines. He loses a lot of health if he falls and hits the ground.

The next jump is a doozy. Use the Walking-stick and perform a Pole Jump to get to the next platform. From there it's an easy jump to a vine, then to the next platform. Save at the Save Pedestal and run through the hollow branch into the next area.

Fall to the ground and run toward the water. Smash the spider eggs at the water's edge. Open the chest for the potions inside. Walk toward the ring of mushrooms in the center of the room and the walking dead rise from the ground. Three kinds of monsters haunt here: ones that charge in for the attack with swords drawn, purple ones that fire arrows at you, and gray Crypt-Wights that cast spells but have a sword handy if Bilbo gets too close. Always take out the monster that can hit from far away, because Bilbo is fast enough to get away from the ones that only attack with swords. Take out the spell-casting undead second. Kill the two arrow-wielding enemies that attack first, then start on the three sword-wielding grunts next. Before Bilbo can do too much damage, more bad guys emerge from the ground. Stop and concentrate on any enemy that can fire arrows. Finish killing the enemies until the area is free from danger.

Climb the vine to the left of the stone step and jump into the little alcove in the tree that contains Silver Pennies. The vine rises up, but jump back on it to ride it back down. Now climb the stone blocks to get over the giant branch blocking the way. Once Bilbo falls to the other side, more bad guys emerge from the ground and try to kill him. Once again, concentrate attacks on the ones that fire arrows before attacking the ones that just use a sword. As Bilbo fights, pick up any mushrooms in the area for healing him or some Fire Rocks for throwing at his enemies. With the area clear, save the progress and smash some spider eggs for loot. Also, another chest offers even more loot.

Run to the water and discover a wooden raft floating around. Jump on it when it gets close to shore. Ride to the left to find a little landing just around the corner from the Save Pedestal with Courage Points. Climb the vine and jump on top of the giant stump. From the stump, jump to a hanging vine, then to a large tree branch. Follow the branch to a small alcove where Bilbo collects a red urn. From the end of the branch, jump to another nearby branch. Collect all the Courage Points there and slide down the vine to the ground below.

The little wooden raft is quick, but Bilbo must ride it around the water to keep going. Don't fall off or he'll end up in a watery grave.

Return to the floating raft and ride it until you get close to a small island near the water's edge. Climb the yellow vine until Bilbo can jump on to the tree branches high above. Collect the goodies there before running to the edge of the branch and jumping to another yellow vine to get to another tree branch. Once on the other branch, look to the left to spot a brown vine. Use it to access the chest tucked away in the alcove of the tree.

After retrieving the treasure, use the brown vine to return to the tree branch. Follow the branch through the hole in the tree and open the chest at the end. To the left of the hole behind Bilbo is a yellow vine to grab. Jump from the vine to the short stubby branch to find a blue urn in a small alcove. Return to the alcove that contains the chest to find a short brown vine to the right. Use a Pole Jump to reach the vine, then turn to jump into a small alcove in the base of the tree with a pile of Silver Pennies. Fall to the tree root below and return to the floating raft.

Ride the raft and jump to a small landing in the water to collect a green Courage Point. Return to the raft and ride it past the landing with a metal gate. When close enough, jump for the yellow hanging vines. Go from vine to vine, then jump on a large stone landing to access a yellow urn. Use the vines to swing across the water and reach the landing with the metal gate.

Three urns are scattered around the area. Bilbo must find all three to continue. It's too bad they are in hard to reach areas. How did the blue urn get way up in the tree?

In front of the gate are three pedestals and urns. Walk up to the pedestal and select the red urn to place. Follow this with the blue urn, then the yellow. After you place all three urns, the pedestals sink into the ground and the path is clear

. The gate closes behind Bilbo as he enters and a Crypt-Wight Lord emerges from the ground. He's not happy Bilbo awakened him. Along with the big guy, several other monsters emerge from the ground to get a piece of Bilbo. The trick is to keep moving. When you have a good shot, use a Jump attack on the Crypt-Wight Lord to lower his health meter located at the center of the screen. Run for it after you hit him. As you run, take out any purple monsters trying to hurt you.

You can only activate the gate out of here by placing the three urns on their respective pedestals. Place the red, the blue, then the yellow urn and the path opens.

Be careful because the Crypt-Wight Lord has two attacks. For the first one, he swings his sword. Keep a good distance to avoid it. The second attack causes a purple explosion that hits the ground, then explodes. Run and jump away if this lands near you.

The Crypt-Wight Lord isn't happy to see Bilbo and Bilbo sure isn't happy to see him. Use a Jump attack to get in close and do some damage. Just get out of the way when he starts his attack.

As you run around, remember to rush in for a few good hits before retreating. Grab the mushrooms in the area to refill Bilbo's health. They replenish after a while, so don't be afraid to use them. The Crypt-Wight Lord is defeated after his health meter shows zero health. Finish off any stragglers and wait for mushrooms to grow to refill Bilbo's health before continuing.

TIP Here's an alternate way to defeat the Crypt-Wight Lord boss. When he casts the purple exploding spell, two Sorcerer Bone-Wights and one Warrior Bone-Wight appear. Ignore the Warrior Bone-Wight and kill the two purple Sorcerer Bone-Wights. After they are defeated, continue to ignore the one Warrior Bone-Wight and concentrate your attacks on the Crypt-Wight Lord boss (using Jump attacks works). Unload your store of Throwing Stones on him, too!

Go through the open gate, open the chest, and save the game. Nearby you find Ori's boot. Where are those Dwarves? Walk to the left and smash spider eggs. That's all it takes to bring out some angry spiders. Break their legs before they make a snack of Bilbo. The left passage is a dead end, so turn around and head the other way. Slice through a few more webs to enter a wide corridor. Open a chest to the right of the cavern, then continue deeper. All kinds of spiders soon bombard Bilbo. Your first task is to kill the green spiders. Stomp out the annoying little spiders. The last task is to kill the giant creepy spider. Run far away from it, then toss rocks to cause damage. When it gets too close, switch to Sting and Jump attack to slice it on its back. Keep swinging until it's dead.

TIP When fighting the spiders, if you are low on health and poisoned, don't forget about the Waters of Vigour! This is an excellent time to use one.

At the end of the cavern hangs another web to cut through. Behind it you can save your progress and cut through a smaller web for mushrooms. Climb the vine near the Save Pedestal and climb the tree branches. Collect all the Courage Points as you go. Halfway up the tree Bilbo grabs onto a rising vine. Let it pull him up, but jump onto the branch with the two pink Courage Points. There he'll also find a chest. Open it to find the scroll for Master Sword Tactics. Now Sting is even more powerful.

These spiders are mean and ferocious. Luckily Bilbo's in a large cavern with lots of room to maneuver. Unfortunately he needs that space with the amount of spiders rushing at him.

Grab the vine again and ride it up some more. Jump on the next branch for treasure. From this top branch Bilbo can grab on to a higher ledge leading into the base of the tree. Pull up and climb the yellow vine inside. At the top, jump to the Save Pedestal to get a spectacular view of the forest. Run along the branch and open the chest at the end. Once Bilbo has the potions from the chest, slide down the hollow branch. Steer into Courage Points along the way.

TIP After sliding down the long hollow branch, a series of difficult battles occurs. This is a great place to use the Waters of Vigour.

This giant yellow tree is tough to climb. Keep your balance while walking on the narrow limbs and be careful when jumping from a vine. On your way up, explore every level of branches to ensure you collect all the goodies.

After Bilbo reaches the bottom, save the game and open the chest nearby. You can also grab the mushrooms to refill any missing health. Run down the tunnel to find Balin's belt on the ground. At least Bilbo is on the right track. Break the spider egg and cut the web in front of him. That causes green spiders to attack. Defeat them and continue on.

Here are more spider eggs and webs to destroy. Run into the large cavern, entering what looks like spider city. Like before, take out the green spiders first. Continue to hack and chop enemies. Ice Rocks in the area can help slow the onslaught of spiders. After you defeat the spiders, look into a side alcove to find a treasure chest guarded by dark plants. Use the rocks to destroy as many plants as possible before rushing in to hack the rest. When the plants are dead, Bilbo can open the chest and get its contents.

After fighting all those spiders it is a relief to fight the nasty plants again. Kill them while avoiding their harmful pollen and open the chest they guard.

Only one way to go now. Hack through the web blocking the way. You can guess what happens next. Spiders pour out of the walls to attack. There are a lot of green spiders so start chopping. After all the spiders are dead, Bilbo can continue on the same path. Slice another small web and take a breather at the Save Pedestal. Open the nearby chest for valuable potions. Mushrooms behind the chest refill your health. With nothing left on the floor, climb the root and collect the Courage Points as you go. Follow the dark tunnel and cut the web. At the end of the tunnel is a huge cavern where the Dwarves are held.

Quest Complete

Final Spider Showdown

I hope Bilbo's not afraid of spiders at this point because this place is home to a lot. Unfortunately they all want to destroy him. Run to one of the ledges around the cavern and stand where the spiders on the floor can't do harm. Throw rocks at the arachnids below. If any of the smaller ones climb close, hack them with Sting. When you run out of rocks or are running low on health, jump to the floor and run for rocks and mushrooms scattered around the area. Return to one of the ledges and continue to throw rocks at the spiders until every last one of them is gone.

From the entrance to the cavern, climb the ledges to get close to the top. Climb the web rope when the next ledge is too high to reach. Collect the Courage Points along the way. There's nothing too special at the top except a hanging web strand. Grab on to the strand to slide across the cavern and to the other side. Save the game, then look for the large white sack hanging near the edge. Drop a pack of Dwarves to the ground below. Bilbo's friends run for safety, but he still has others to save.

This is the largest cavern so far and plenty of spiders fill it. Run to the nearest ledge to get away from their dangerous fangs.

After the Dwarves run for safety, more spiders bombard Bilbo. Keep them away from him and slide down a long web rope that appears next to the landing on which he stands. At the bottom, collect rocks and run to one of the low ledges. From a safe position, toss the rocks at any spiders trying to get Bilbo. After a short time the spiders will die.

The Dwarf friends are held in large white web sacks at the top of the cavern. Bilbo must reach the top of all three pillars to cut them down.

To the right of the cave entrance and next to the web rope is another set of ledges to climb. Use web ropes to get to the higher area, and collect the Courage Points along the way. Once at the top, Bilbo must grab the hanging web rope and let it carry him across the room. Grab the Courage Points on the platform and save the progress. Another large web sack hangs near the edge. Get close to it and cut it down. The sack falls to the ground and the Dwarves run for cover. Thanks for the help guys! Bilbo must defeat the spiders on his own. Slide down the web rope and find refuge on one of the lower ledges as you did before to kill spiders.

Bilbo must explore one more tower of ledges. It's the one directly across from the entrance. Make your way to the top, collect Courage Points, and save the game. The third and final sack is waiting to be cut down. After it hits and the Dwarves run for safety, Bilbo must accomplish another quest.

Those ungrateful Dwarves! As soon as he cuts them loose they run for safety leaving Bilbo to fend for himself against the spider onslaught. But at least his friends are safe, right?

Quest Complete

Big Spiders, Big Problems

Once again spiders move in to attack, but Bilbo realizes he has bigger problems when he reaches ground level. Much bigger. It seems that by cutting the Dwarves down, he angered some very large spiders. If he could give the Dwarves back he would, but those fair-weather friends ran off! Looks like he'll have to fight his way out.

The first of the three giant spiders attacks as the smaller arachnids continue to cause trouble. Run around and kill the smaller spiders first. When they're all gone, equip Sting, and concentrate all efforts on the big one. Jump attack in and start slashing. After a few hits, retreat and get ready to repeat the process. Grab the Antidote Potion on the ground and use it to stop any poison in Bilbo's system. Grab mushrooms to heal his wounds. When the spider runs out of health, it dies.

Each giant spider has a weakness. Use the Jump attack to get in close and chop at it. Repeating this process leaves it dead in no time.

Killing that spider didn't make the other ones happy. The next giant spider drops in to pay a visit. Once again smaller spiders join the fray. Kill as many of the small ones as possible and take cover on one of the ledges. As you head for the ledge, grab Fire Rocks that appear on the ground. From the cover of the ledge, toss the newly acquired rocks at the giant behemoth. It doesn't take very many to send that spider to an early grave.

Now he's done it. There's only one giant spider left, but it is really upset that you killed its friends. It drops into the area to finish the job that they couldn't: to kill Bilbo. Once again, kill off any of the smaller spiders in the area. You don't want them to get in the way. Run around the area and get Ice Rocks from the ground. From the safety of a high ledge, toss the rocks at the enraged monster to cause it to freeze temporarily. While it is in this state, equip Sting, and rush over to it and Jump Attack. After you hit, quickly retreat because it'll take a swipe at you. Repeat the freeze, attack, retreat method until it's dead. You safely rescued the Dwarves and escaped from the spiders' lair.

Let the items in the environment be Bilbo's guide. Use the multitude of Ice Rocks in the area against the final spider. Once frozen, you can use a Jump attack to cause some good damage. Soon the spider threat is gone and everyone is safe.

NOTE Any spiders still around after the last giant spider is defeated die where they stand. Their Courage Points fall in place, so you have to run around and gather them before the level ends.

Chapter 7: Barrels Out of Bond

Legend

Quests: 22

- Find the Dwarves
- Find Opening Crystals
- Find crystal 1
- Find crystal 2
- Find crystal 3
- Open stockade door
- Find an exit
- Talk to Balin
- Find potion ingredients
- Find Moonleaf
- Find Willowweed
- Find Spidersbane
- Make Galion drowsy
- Talk to Balin
- Find Thorin
- Find Deep Cellar keys
- Find the first key
- Find the second key
- Find the third key
- Find the fourth key
- Free Thorin
- Open the river gate

Note

◇ = Required ☐ = Optional

Just when you think it's safe in the forest, the Wood-Elves return. They capture the Dwarves and take them away.

Bilbo slips on his Ring and escapes capture. Now he can follow them without being detected. Without Gandalf it is up to Bilbo to rescue his friends.

Hide From the Elves

NOTE When Bilbo is invisible, he glows red when an enemy looks at him. Wait for the red glow to disappear before continuing, or run to get out of the Elf's sight.

This place is crawling with those Elves. They block the only bridge into the area, so Bilbo must find another way in. Follow the Courage Points to the right and save the game at the Save Pedestal. Jump to the grassy stone in the water, then climb the yellow vine. Jump to the ledge on the other side of the water, then climb down another yellow vine. Slip on the Ring so the Elves don't see Bilbo.

With the Ring on, follow the water to the bridge. When you get there, follow the dirt trail as it leads up a hill to the right. Exit the trail when you see the Elves guarding the path at the top. Move left and grab the antidote potion. Jump over the stone hill next to it and open the chest on the grassy landing. Take off the Ring and let its power recharge.

This place has a lot of snooping Elves. Don't get too close or they might spot Bilbo, even if he is invisible. The bridge is too crowded to cross. You must find another way across the water.

When ready, put the Ring on and jump over the stone ledge. Run around the large tree on the left and save the game at the Save Pedestal. In a small alcove nearby rests the Deep Cellar Key 3. With key in hand, grab the ledge at the entrance to the alcove. Pull up and follow the ledge around the mountain. Bilbo is safe from Elvish eyes up there, so he may remove the Ring. Jump to the yellow vine and then to the ledge with Courage Points. Because bars block the way, backtrack to the alcove entrance. Before you jump down, jump for the vine over the alcove. Cross the alcove until Bilbo reaches the ledge holding the pink Courage Point.

It's time to penetrate the Elves' secret area. Put the Ring on and run to the front door. Behind the Elves standing guard is a switch that opens the door. Enter the secret area and Lianna greets you. She wants to help. Watch out for other Elves—Lianna is the only one who won't throw Bilbo off the brink. She tells Bilbo he needs three crystals to move on. The crystals are scattered around the area. Save the game and get going.

Who would leave such a nice Deep Cellar Key out in the middle of nowhere? Maybe you can find other valuables lying carelessly about.

Put on the Ring and run down the right set of stairs. Follow the right wall until you can jump in the water. Find the Courage Points, then climb on the stone in the water to get the red Elvish Opening Crystal 3. Use another ledge and a vine to obtain another Courage Point. Let the Ring fully recharge before putting it back on. Now get back to the ledge where you first jumped into the water. Run to the bridge that crosses the water. Sprint across and grab another Elvish Opening Crystal. The Elves think they sense something, so be quick! Run up the wooden steps in the left wall for cover before Bilbo takes off the Ring.

These Elves don't even have any good defenses to guard their throne room. While invisible, Bilbo borrows a key right in front of them.

Climb the yellow vine and jump to the ledge above. Follow the ledge to the left until the path stops. If you jump up near the wall, you'll grab onto a ledge above and can slide along the wall. Once Bilbo moves around the wall, jump to the ledge and cross the small wooden bridge. Climb the yellow vine and hop onto the grayish overhang. Jump on the ledge to the right to collect Courage Points. Return to the middle of the gray overhang and climb the yellow vine. At the top, jump for a brown vine. Quickly jump from the brown vine to another gray overhang before the vine drops. Grab two Courage Points at the overhang and then jump to a ledge in the wall for more.

Put on the Ring and fall to the floor. Bilbo is back near the entrance again. Cross the bridge toward the throne room and run up the wooden stairs on the left wall. Climb the vine and follow the ledge right. You pass a bridge and find a lock system where the Elvish Opening Crystals go. Follow the ledge and use the hanging yellow vines to reach another ledge to grab the third Elvish Opening Crystal. Use another yellow vine nearby to reach a stone pillar for a Courage Point. From there, jump to the next few pillars for the Moonleaf and another Courage Point.

You can see a lot of the place close to the ceiling. Collect the Courage Points, but be careful not to fall or Bilbo will hit the ground.

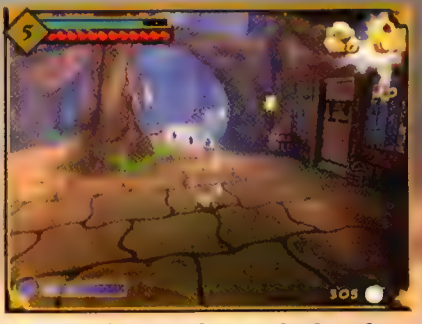
Backtrack to the lock system where the Elvish Opening Crystals go. Stand next to each pedestal and place the Crystals in their spots. After each crystal is placed, a stone pillar drops into the ground nearby. Grab the blocks in the alcove and push each stone onto the corresponding design on the ground. After all three blocks are correctly placed, the stockade door opens behind the Save Pedestal. Run across the bridge and save your progress.

The lock system where the Elvish Opening Crystals go might look complex, but it is easy to operate. All you need are the three crystals and some muscle to move the correct blocks into place.

Run through the open tunnel behind the Save Pedestal. Put the Ring on before the end. The next room has a few pesky Elves snooping around. Run around the room and collect the Courage Points in the corner. Move fast and keep your distance before the Elves sense Bilbo's presence. Head down the next tunnel after the Hobbit collects everything. Before you enter the next room, stop and take off the Ring to recharge it.

When ready, put the Ring back on and charge in. This is the stockade where most of your buddies are held. A lot of Elves guard the first and second floors, so be careful. Even though Bilbo is invisible, they'll catch him if he gets too close. Hide behind pillars if you need to recharge the Ring. Follow the trail of Courage Points as Bilbo moves through the room. At the end of the room, climb the ladder leading up. After you reach the second floor, run to the right and hide behind the barrels to recharge the Ring. Bilbo avoids the Elves as he makes his way around the second floor and collects all the Courage Points. On the opposite end of the room from the ladder, you'll find the cell holding Balin. Balin thinks he heard water coming from down below. He wants Bilbo to check it out and see if he can find an escape route.

Put the Ring on and fall to the floor. Bilbo's close to the tunnel where he first entered the room. Carefully make your way through the stockade and go down the tunnel at the other end. The Courage Points point in the right direction. Visit the Save Pedestal in the next room before going any farther.



You made it to the stockade. This is where most of the Dwarves are held captive. It's up to Bilbo to find Balin and talk to him about setting them free.

Wondering where to go next? Follow the row of Courage Points. An Elf named Galion is loading barrels to float down to Lake-town. Looks like Bilbo found his escape route. Backtrack to the cell holding Balin and talk to him. He doesn't seem excited about the idea, but he doesn't have much choice. The Elf Lianna appears and says Bilbo must make Galion drowsy with a potion to get past him. She gives him a list of what he needs and where to get ingredients. She also offers a potion to melt a web blocking a path he needs to take later. Get going!

Here's the area where they put barrels in the water bound for Lake-town. This must be the only way for Bilbo and his friends to escape.

You already picked up one item when you grabbed the Moonleaf earlier. Just two more to go. Exit through the tunnel that opened near Bilbo. At the end of the tunnel, he finds himself high above the field outside. Put the Ring on and jump to the vine hanging in front of Bilbo. As the vine lowers, climb until you get to the top, then jump to the grassy hillside. Grab onto the ledge on the cliff wall and make your way to the alcove where the chest holds a Health Potion. Then return to the grassy landing. Jump to the yellow vine hanging in the area. From there jump from the brown vine to the stone wall where you find the Willowweed.

One more ingredient to go. From the stone wall, use the two hanging yellow vines to reach the ledge across the way. There you pick up Deep Cellar Key 3. To the right of the ledge is a door to go through. Follow the tunnel on the other side until you get to the web Lianna mentioned. Use the web potion to clear it. When Bilbo clears out the web, green spiders swarm in for the kill. Hack and slash through them until all are dead. After the last one falls, use an Antidote Potion to cure the poison.

The cave contains lots of goodies to gather. The first alcove on the right has four mushrooms to heal Bilbo. Nearby is Deep Cellar Key 4 to add to the collection. The next alcove contains Courage Points and the Spidersbane Bilbo seeks. Unfortunately, he wakes up some more spiders by grabbing it. Turn around and hack the large brown spiders that come to feast. After they're dead, continue around the room and collect three more mushrooms and an antidote potion Bilbo will need. The final alcove in the area offers a large collection of Courage Points. Once again more spiders come out to get Bilbo. Luckily, there aren't that many this time and you easily put down the threat.

Just when you thought you were done fighting those rotten spiders! At least this time Bilbo knows how to dispose of them. A few whacks with Sting and Bilbo is good to go.

Return to the Barrel Room now that you have all the ingredients for the potion. Backtrack to the long green vine you first grabbed onto outside. Climb it and enter the tunnel in the cliff wall. Save the progress at the end of the tunnel. Put on the Ring and continue down to the Barrel Room. Run to the barrel in the center of the room with Galion's cup and put all three herbs in his drink. It doesn't take long before he's out like a light.

Now it's time to tell Balin that the coast is clear. Go up the tunnels to get back to the Stockade Room. Climb the ladder and go to Balin's cell on the opposite side of the room. Balin is impressed with what Bilbo has done, but Bilbo must still find Thorin. Lianna says he's in the Deep Cellar, and she knows how you can get in. Bilbo finds himself standing next to a large hole in the ground.

Find Thorin in the Caves Below

If jumping in the hole is the only way to save Thorin, then Bilbo must jump. At the end of the slide, he ends up in a dark, wet cavern...and he's not alone. Climb the vine hanging nearby to get Courage Points in the cliff wall. Fall back to the water and prepare for battle. Jump attack the frog creature to start the fight, then finish it off with a few more slashes from Sting. Two more creatures in the area rush in to die by Bilbo's hand.

The path to the Deep Cellar is dark, damp, and has evil creatures that want to eat you. The things Bilbo goes through for his friends!

When the immediate area is clear, inspect the large chunk of dry land and collect rocks, Fire Rocks, Courage Points, and mushrooms. Follow the narrow stone bridge to collect an Antidote Potion, then Courage Points at the end. With the stone walkway free of items, either walk to the large island you came from or drop to the water below and kill the enemies to collect more Courage Points. Drop to an area where Bilbo sees only one frog creature. Fight one at a time so others can't sneak around behind Bilbo to hit him in the back. Kill all the creatures in the water area, collect mushrooms and potions you find, then return to the large stone island.

After Bilbo returns to the large island, save the progress. From the Save Pedestal, head toward the small rock island with blue Courage Points nearby. Grab the points and jump to the green vines hanging on the rock pillar. Climb to the top and jump to the yellow vines hanging to the right. Jump from stone pillar to stone pillar and collect the Courage Points, then crack the rock holding Silver Pennies in the cliff wall. Now go back to the rock with the green vines you used to climb up.

The last time Bilbo was on top of the rock with green vines, he jumped to yellow vines to the right. This time, jump for a yellow vine to the left that takes him toward the cavern's center. From the vine, jump to the stone pillar in the water. Grab the green Courage Point on the top, then fall to a lower ledge to collect two more. Get back to the top and leap to another yellow vine hanging near that ledge. Another short hop and you land on a ledge in the cliff wall with three Courage Points. At the other end of the ledge, jump to the two yellow vines. After the second vine, hop to a small step on the cliff wall. You can reach two more yellow vines from here. From the second vine, leap to a small ledge on the cliff face to find the Elvish Opening Crystal 4. Jump back to the vine and slide off into the water below.

Once you get to the top of the stone rock with the green vines on the side, Bilbo must choose from three paths. Choose the right, then the left vine paths before going for the ledge against the cliff wall.

For a third time, go back to the rock with the green vines Bilbo used to climb up. Hop to the stone platform jutting out from the cliff wall. From there, grab onto the cliff wall and go around the corner. Jump to the yellow vine you come to and climb to the top. Farther down the cliff wall is another small ledge Bilbo can hang from. Jump to it and pull to the left. Follow the cliff wall until you reach an entrance to a cave. Climb the yellow vine to retrieve Courage Points on the ledge above, then enter the cave.

Inside the cave are Courage Points, mushrooms, and a lot of little creatures attacking a creature Bilbo fought earlier. There might be a lot of the little buggers, but they don't hit very hard. Rush in and start hacking away. It doesn't take long before they are all history. After the last one falls, a vine lowers. Before Bilbo climbs out, take everything of value. One alcove has mushrooms and a block Bilbo destroys to get Silver Pennies. Climb the vine and run to the Save Pedestal.

Before you go anywhere, jump on the green vine hanging nearby. As it lowers, Bilbo can jump to the ledge holding the Save Pedestal. Along the cliff wall is a yellow vine you must Pole Jump to. Jump to the ledge nearby and smash the rock to get Silver Pennies. Farther down the cliff wall is another ledge to jump to that has Courage Points. Hop to the ledge where Bilbo smashed the rock, cross the stone walkway, and open the chest. Now backtrack to the Save Pedestal and save your progress.

The side cave has a battle going on. Since both sides want to hurt Bilbo, it doesn't matter who wins. Rush in and hack everyone apart.

The chest high above the cavern floor might be harder to get to, but it is well worth the effort.

Search the Next Cavern

Fall to the ground floor and run through the stone archway nearby. Bilbo enters a large cavern filled with more Water-leapers. If you want the Courage Points, you must kill the creatures. Ease in until you draw the attention of a few. Retreat back to the archway where Bilbo hacks them apart. Repeat this process until all are dead. Search the cavern floor for Fire Rocks, rocks, Antidote Potions, mushrooms, and a smashable rock containing Silver Pennies.

Return to the long green vine and climb it to jump to the archway's top. In the large cavern where you just killed those creatures are a few stone columns. Jump to the smaller one and collect the Courage Point—from here Bilbo can get to the taller one nearby. Jump to the yellow vine with Courage Points. Climb it, collect the green point on the top of the stone pillar, then jump to the other yellow vine with Courage Points. Leap to the ledge against the cliff wall and collect more Courage Points. Access more yellow vines from the ledge and use them to get to a hidden chest in a tiny alcove high above the cavern floor.

This large cavern has many poisonous frog creatures to deal with, but defeating them reaps plenty of Courage Points and other goodies scattered on the ground.

CAUTION Don't stand behind the chest while trying to open it. After the lid opens, Bilbo will be pinned against the wall and you will be forced to load from a saved game.

Backtrack to the second hanging vine that was covered in Courage Points, where you can leap to a lower ledge that has four more points waiting for you. Run through the tunnel leading up. Follow the ledge as it wraps around the cliff wall to the right. At the end of the ledge, jump to the top of the stone pillar. A strip of stone that juts out of the cliff wall is just wide enough for Bilbo to hang from. Pull yourself along the cliff face until it ends, then fall to the stone platform with a few Courage Points. Run through the short tunnel and climb the set of vines. At the top of the second vine, get to the tunnel entrance and collect the purple points and the Deep Cellar Key 2.

The cavern is huge. Bilbo must go from vines to ledges and make his way along the cliff wall until he gets to a tunnel leading up.

Run up the tunnel into the Deep Cellar. Save the progress at the Save Pedestal to the left of the room. Thorin is in the Deep Cellar. Open the chest next to his cell and speak with him. He's surprised to see Bilbo and praises his skills. Before he can really accept the compliment, Bilbo must get him out. In the center of the room is a circular table where the Deep Cellar Keys go. The hole on the table that is closest to Thorin should fit key 1. Move in a clockwise rotation placing keys 2, 3, and 4. After you place the last key, Thorin is free.

TIP After freeing Thorin, now's the time to use Elvish Opening Crystal 4. In the Barrel room, before you open the gate, go up the passage out of the room. Take the left passage to go outside. Go to main gate's left to find a small alcove (this is where you found the first Deep Cellar Key). From inside the alcove, jump onto the right ledge at the alcove's exit. Pole-vault jump across to the alcove's other side. Go forward, jump, and ledge-grab crawl toward the Main doors. After you get to the other side, you'll see a red Courage Point next to a small pedestal. Activate the pedestal and put Elvish Opening Crystal 4 in it. This opens the bars next to you that contain a stash of Courage Points and the Master Throwing Tactics scroll.

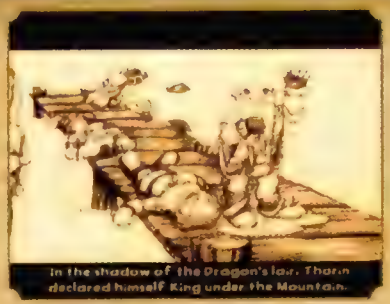
Now it's time for the big escape. All the Dwarves are free and are packed into barrels. They might not like this plan, but it's all they have. After all the Dwarves are stuffed into their barrels, run up the wooden ramp on the side of the room. Open the barrel chute when Bilbo gets to the switch at the top.

Finally, Bilbo reaches the Deep Cellar where Thorin is held. Place the keys on the table in the center of the room to free him.

Now you can push the Dwarf-loaded barrels into the water. One by one, the barrels bob in the water and float downstream.

That was a lot of work for Bilbo. It's time for a well-deserved rest. A barrel might not make the best bed, but it is good enough for now.

Chapter 8: A Warm Welcome



The Dwarves traveled in their barrels down the river to Lake-town. When they arrived, Thorin stood in the shadow of the Dragon's lair and declared himself King under the Mountain, reclaiming his ancestral throne.

The people of Lake-town hold a great feast for the Dwarves. Their old prophecies said gold would flow from the Lonely Mountain when the King returned, and it seems he has. While the Dwarves feast, Bilbo has the run of the town....

Courage Points Available: 1,900
Silver Pennies Available: 1,800
Chests: 18
New Move Scrolls: 2

Legend

Quests: 20

- Talk to the Master of Lake-town
- Stake out the Wine Warehouse
- Follow the thief
- Inspect the East Warehouse
- Talk to Bard
- Explore the Cider House
- Find Rennar
- Inspect Rennar's Warehouse
- Tell Bard about the weapons
- Find the Black Arrow
- Talk to Malloc
- Bring Malloc his dagger
- Find the thieves' hideout
- Find a bottle in the Cider House
- Find a bottle in the Cider House
- Find a bottle in Rand's house
- Find a bottle in Elik's house
- Find a bottle in Orlan's House
- Retrieve the Black Arrow
- Return the Black Arrow

Note
◇ = Required □ = Optional

NOTE If you used Elvish Opening Crystal 4 in Barrels Out of Bond, one of these scrolls will not be present (as you already got it).

Run of the Town

Thorin decides the party will stay and rest in Lake-town for a few days before heading up the Lonely Mountain to Smaug's lair. So for now, unwind and relax with a stroll through the town. While you are out, Thorin asks you to find the Master of Lake-town and thank him for his hospitality. He is by the Great Hall.

Walk along the streets into the heart of Lake-town, grabbing a Training Scroll along the way. (If you used Elvish Opening Crystal 4 in the previous chapter, you already have this scroll.) Here the streets surround a body of water and all sorts of people are walking about. Talk to strangers to hear their stories and thoughts. The Master of Lake-town is at the Great Hall, which can be seen from the first corner you come to. It is the large building opposite the first Save Pedestal. Blue Courage Points at the door help Bilbo recognize this building.

NOTE The Training Scroll in the street teaches Bilbo Master Throwing Tactics. Now Bilbo's stone attacks do more damage than before. (If you used Elvish Opening Crystal 4 in the previous chapter, you already have this scroll.)

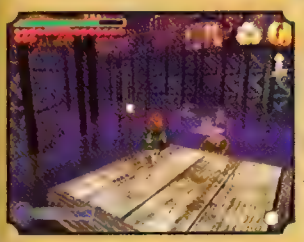
TIP Look for blue Courage Points to guide you to where you need to go. This helps identify the buildings throughout the town that Bilbo must visit and when to visit them. The blue Courage Points do not show up in front of a door until Bilbo is instructed to go there.

A group of Men stand in front of the Great Hall. The Master of Lake-town is the blonde gentleman in blue in front of the large wooden doors. Speak with him and thank him for his hospitality. He introduces you to Bard, to his right, and calls upon Bilbo for a favor. Many of the town's wine merchants have had their wine stolen from the Wine Warehouse around the corner. The Master and Bard would like Bilbo to stake out the Wine Warehouse to find the thief. Should anyone suspicious come to the warehouse, Bilbo is instructed to follow that person without getting caught. The perfect job for a burglar!

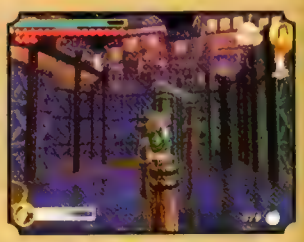
The city streets are filled with plenty of nice people to talk to. The one you must talk to, however, is the Master of Lake-town. Look for him standing with a group of Men at the Great Hall.

Quest Complete

TIP



Explore the water in the middle of town. Courage Points are strewn about the boats and platforms. To retrieve them, Bilbo must jump down to the ledge shown here and hop from the boats and platforms to reach the large stone in the center of the water. Use a Pole Jump when jumping to the large gem from the last platform.

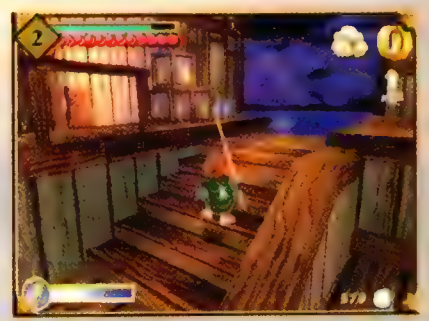


Getting up to the streets is trickier than getting down. From the platform nearest the white Courage Point, hop onto the pole sticking out from the water. Use these poles, hopping from one to the other, to reach the streets above. Find one of the Save Pedestals when you reach the streets.

Blue Courage Points show Bilbo the way. Facing the Great Hall, go left to find the gems leading down the street away from the heart of town. As you round the street corner, Bilbo spots the perfect place to hide. Courage Points lead to the hiding place. See a pattern here? Take cover behind the crates and keep an eye out for anyone suspicious.

Quest Complete

After Bilbo takes cover behind the crates, a potential thief enters and exits the Wine Warehouse. As instructed by Bard, Bilbo follows him to gain any useful information. Doing so isn't as easy as it sounds. The thief cannot know he is being followed, nor can Bilbo lose track of him. Keeping a safe distance is vital to completing the quest.



Hide behind the crates for the perfect place to stake out the Wine Warehouse. Should anyone suspicious enter the building, follow without being seen.

A meter appears at the bottom of the screen as the tailing begins. This meter indicates how close Bilbo is to the thief. If the meter fills, Bilbo has lost track of the thief, failing the quest and forcing him to start over. To follow the thief, keep a short distance from him using the crates and buildings as cover. The thief often turns to make sure he is not tailed. This is where the camera is an aid. While using a building for cover, swing the camera around to see the thief and where he is going.

In addition to good stealth skills and using the buildings for cover, remember that Bilbo has the One Ring that allows him to disappear from view whenever he pleases. Be sure that Bilbo does not deplete the Ring Meter at an inopportune moment. Using these tactics, follow the thief across town and across a bridge into a warehouse. Don't worry about picking up Courage Points along the way, there will be time for that later.

Use building corners, walls, or whatever else you find to take cover while still keeping a watchful eye on the thief. Don't let him get too far ahead of you or you might lose him.

CAUTION Even though the thief may not see Bilbo, he can hear him. Do not make too much noise, or get too close to the thief to prevent him from busting you. When the thief hears Bilbo, he stops and looks around before continuing on his way.

Quest Complete

After the thief takes shelter in the warehouse, Bilbo returns to Bard to report the incident and the thief's location. Bard is grateful for his help and says he may know the suspect. Despite this, he wants Bilbo to return to the warehouse to snoop around. Something in the warehouse is important to the thieves, and who better than Bilbo to get to the bottom of it?

It is possible to reach the East Warehouse by going down the street to the Great Hall's right, but take the same path as before to gather all the Courage Points and goodies Bilbo passed when following the thief. Head to the Wine Warehouse, saving your progress at the Save Pedestal along the way. Nori, the Dwarf, has wandered into this area and can use a friendly ear.

The first of the missed items is a skeleton key. Walk up the stairs as if going to the stakeout point behind the crates, then walk to the right, across an elevated walkway, and onto a balcony. Grab the key and feast your eyes on the pink Courage Point beyond the hanging rope. Jump from the balcony to the rope and to the Courage Point. Drop from the pink gem to land on another balcony.

Make a Pole Jump, leaping over the street, to a ledge leading to a handful of breakable baskets. Swing away and collect the loot they yield, then continue walking around the ledge. Hop over the street below to another ledge to retrieve a green Courage Point. Drop to the street.

A platform sticks out of the building near the water. This is the same building Bilbo walked around from the ledge above. Jump to the platform and onto the rope to collect the Courage Point. Be brief on this rope, jumping to the next one as you circle around the building. Keep in mind that the dark ropes and wooden planks fall if used for too long. Keep moving in favor of more stable fixtures. Bilbo must be quick to jump from the last rope to the plank, then onto the street.

The planks only hold Bilbo's weight for a brief moment before dropping from underneath him. The darker ropes have a similar effect when used. Be quick and nimble to avoid falling into the water.

Walk down the street the same way you followed the thief. Jump onto the overturned boat to reach a rope dangling above it. From the top of the rope, jump to the Courage Point inside the workshed. Continue down the street past the crates and to a boat dock on the left. Save here and collect the goods from the dock. Ropes hang to the left as Bilbo heads toward the street. Jump on and use the ropes to reach another balcony containing a few breakable baskets.

Another rope helps Bilbo jump to a nearby ledge containing a green Courage Point. Hop down from this ledge and walk a few steps up the street to find the bridge leading to the warehouse where you last saw the thief. Rather than crossing the bridge, walk past and look into the water for a platform holding a red Courage Point. Drop onto this platform and jump underneath the bridge for one more.

To get to the surface, use the platforms that hug the city wall. They lead Bilbo up to the warehouse, provided he jumps without falling in the water. He must jump to a rope from the last platform to reach the warehouse's ledge. Don't miss the Courage Point accessed by climbing to the top of this rope. Use the stack of boxes to enter the warehouse after collecting everything. This is a good time to save. Enter the warehouse.

Bilbo could have crossed the bridge to enter the warehouse, but this way is more lucrative. Be careful though—this way is also more dangerous.

Something's Awry in the East Warehouse

Nothing out of the ordinary thus far, Bilbo. A few breakable boxes contain Silver Pennies, Throwing Stones, and a Health Potion. Walk onto the ledge to overlook the warehouse floor and...Goblins! Equip Sting (or the Walking-stick) and ready Bilbo for a fight. Act when the cutscene ends to avoid a quick assault by the oncoming Goblins. Circle the room as you fight to keep them from surrounding you.

An ambush of Goblins hides in the seemingly peaceful warehouse. Act quickly, using Sting to break the shielded defenses of the Goblin warriors.

CAUTION The room now seems empty, but a Goblin on a ledge above tries to avenge his friends by tossing explosive sacks from his perch. Stay clear of these sacks and go about your business.

Collect the coins and the contents of the chest from the ground floor. Press the button to the left of the doors to open them into the next room, which offers a Save Pedestal, breakable boxes, and two chests. Collect the goods, then use the moveable block in the middle of the floor to reach a ledge opposite the door. Push the button to move a rope in the previous room.

Use the large crates to reach the platforms and the now moving rope in the room where the Goblins ambushed Bilbo. Watch for Goblins that may still inhabit these ledges. Dispose of them however you like. Use the moving rope to reach a ledge with another button. The button causes another rope to move. This is Bilbo's ticket out of here and the way to the blue chest in the far corner. Break the boxes from the ledge before jumping onto the newly moving rope, then grab the blue chest's contents before using the moving rope to jump through the opening in the wall. Exit through the wooden doors to meet Bard, who is outside.

Bard apologizes for the unexpected element of danger in the warehouse escapade. He also believes that Bilbo can help him once more and leads him to the Cider House. Weapons are missing, including the Black Arrow, an enchanted arrow made by the Dwarves and passed through generations of Bard's family. Because of Bard's integrity and reputation for honesty, the patrons of the Cider House won't speak to him about the shady happenings around town. This is where you come in, Bilbo the burglar. Ask around inside the Cider House to dig up any useful information on the missing weapons and the whereabouts of the Black Arrow.

Quest Complete

Talk with the patrons of the Cider House for information regarding stolen weapons and their whereabouts.

Bilbo doesn't have to search far for the Cider House; he is standing in front of it as he talks with Bard. Enter the building when ready and talk with the patrons, starting with a few familiar faces. Three Men in this tavern, excluding the barkeep, offer information about the stolen goods and their whereabouts. It is the third fellow standing upstairs who sells out Rennar's Warehouse as the location of the stolen goods. Exit the Cider House and report to Bard, still standing outside.

Quest Complete

Bilbo must tell Rennar that thieves are using his warehouse to store stolen goods. He is on the boat dock Bilbo visited earlier. To get there, go down the street to the left when facing the Cider House. At the corner, turn right and follow the street down a short flight of stairs until you come to the East Warehouse Bilbo escaped. Follow the street until Rennar comes into view standing on the boat dock.

Rennar is on the boat dock. He gives Bilbo the key to his warehouse after he hears of the happenings in his building.

Quest Complete

Rennar's Warehouse and the Stolen Weapons

Talking to Rennar, Bilbo finds that the owner has suspected some wrongdoings. He offers his key to Bilbo, and asks the Hobbit to clean out the place for the good of the town. Exit the boat dock to the left and look for the nearby Courage Points to indicate the door of Rennar's warehouse. Open the doors and walk in. Save upon entering.

As you head down to the warehouse floor, green smoke is filling the room from tubes in the ground and walls. Why would Rennar have need for poisonous gas to be released intermittently into his warehouse? Bilbo must navigate through this, timing his steps so that he avoids the green gas. Bilbo is temporarily poisoned if he comes in contact with the gas. Watch for a path to appear in the floor of gas tubes. When it does, run past to the room's other side.

Hop over the boxes in the middle of the floor at the back of the room and cross through another set of gas-producing floor tiles. It is tricky to gather the Courage Points without getting poisoned. Watch for the breaks in the gas clouds and maneuver accordingly. After you're through the green smoke, the switch on the other side shuts off the gas.

Wait for a row of tubes to shut off, then scram across without touching the poisonous gas. This only temporarily poisons Bilbo, but harms him as long as he stays in contact.

TIP Don't worry about gathering the Courage Points in the second set of gas tubes until you shut off the gas. This saves Bilbo from any unnecessary harm.

Jump onto the platform hanging over the water and save. A trail of Courage Points leads the way up a series of planks that drop when stepped on. Jump from one plank to another until Bilbo is hanging from the rope ahead. Climb to the top and leap for the next hanging rope. You can use the teetering platforms, but making extra jumps increases the chances of Bilbo falling into the water. Bilbo can land on platforms in the water should he fall, but if he splashes into the water he returns to the last saved point.

Jump through the opening in the wall and slide into a watery room filled with Water-leapers. In this room's corners are some breakable boxes and jars containing items. Clear the floor of these pests with Sting's edge. Beware of the cloud of poisonous gas these creatures burp, and stay clear of green smoke. When the slaying is over, jump onto the crate and to the moving rope. Jump the platforms and ropes around the walls until you reach the final rope near the building's top.

Use the final rope to climb to the rafters of the building. Here a gold chest and a Courage Point are found. Bilbo must walk carefully on these narrow rafters; it is a long fall to the shallow water. Use the rope to reach the platform and walk into the next room. You will notice that Bilbo stands on a platform above the gas tubes from earlier. Look for the Courage Points leading up the rope to the right.

Climb this rope to access the rafters on this side of the warehouse. Let the blue Courage Points lead the way to a platform with a wooden door, a button, and a Save Pedestal. Save the game, press the button, and enter the door. A Goblin startles Bilbo as he enters. With the Black Arrow in hand, the Goblin threatens Bilbo and makes a quick exit. Inside the room are the stolen weapons and another button. Bard will be pleased that you have recovered the weapons, but it is the Black Arrow that is most important to him. Bilbo must track it down.

The blue Courage Points lead the way across the rafters to a platform with a wooden door. Behind this door is where the stolen weapons are stored.

Pressing the button lowers a rope in the previous room. From the new rope, jump to a smaller rope lined with Courage Points. Jump to each of the small platforms circling the room to a platform with a Save Pedestal and another button. Press the button and a door below opens. When dropping to reach the newly opened door, fall onto the crates below that run down the middle at ground level. Smash open the breakable boxes from atop these crates and enter the door.

Quest Complete

Leaving the warehouse returns Bilbo to the Great Hall. Bard is concerned about the thieves and their plans. He calls upon Bilbo to enter the Cider House, but this time to talk to Malloc, a former thief. He believes Malloc will tell a fellow burglar, such as Bilbo, the location of the thieves' hideout. Walk to the Cider House down the street to the Great Hall's right. Blue Courage Points mark the door.

Quest Complete

Malloc stands near a table within the Cider House. Chat with him about the dangers that hang over the town. Malloc agrees to help, but only if Bilbo does a favor in return. Wronged by the thieves in the past, Malloc wants Bilbo to retrieve a gold dagger stolen from him. You can find the gold dagger in Malloc's old home, now overrun by thieves. Exit the Cider House and head for Malloc's home, left of the Great Hall.

Talk with the former thief, Malloc, to learn of the thieves' hideout. Before he yields the information, however, Bilbo must retrieve Malloc's gold dagger.

Quest Complete

Grab the Courage Points at the foot of the door and enter the house. No one is home, so walking upstairs to grab the gold dagger from the chest is a breeze—that is if Bilbo can pick the lock. Return the dagger to Malloc in the Cider House when it is in Bilbo's possession. He beams to see his family heirloom returned to him and tells Bilbo of the hideout location. He also mentions a strange lock that requires colored bottles in order to open the hideout entrance. Bilbo must collect these before accessing the hideout.

Two of the colored bottles are in the Cider House. Bilbo gains one by talking to the barkeep and finds the other in the basement of the Cider House. The basement is also where the bottles are placed to unlock the hideout. Return to the streets to find the other three bottles.

Looking over the city from the Cider House, turn to the right and head toward the East Warehouse. To get there, walk down the street to the right and hang a right at the corner. This leads to a street with a door on the left and a flight of stairs leading down to the East Warehouse. Enter the door to the left, examining the purple markings on the door. The colored bottles are in buildings with these markings carved into the door. This door is Rand's house. Enter the building.

The colored bottles are in buildings with markings like this on the doors. One room is near the East Warehouse, while the others are on the streets in the heart of town.

Bilbo finds a gold chest upstairs in Rand's house. Pick the lock to receive the Yellow Wine Bottle. Bilbo now possesses the blue, purple, and yellow wine bottles, with only the red and black left to find. Exit the house, grab the green Courage Point from across the way, and return to the streets at the heart of Lake-town. Walk down the street toward the Great Hall and stop at Elik's house on the right. The golden chest here produces the Black Wine Bottle.

Circle the streets, past the Great Hall, to Orlan's House. The golden chest in his house yields the Red Wine Bottle. Bilbo now has all the bottles needed to open the lock in the Cider House. Return there and talk to Malloc to learn what he remembers of the lock combination.

Malloc tells Bilbo that in order to open the lock, he must place the bottles into the wine rack in a certain order. Get on your thinking cap, and pay close attention. All that Malloc can remember is that yellow is to the left of red and blue, which is not next to black. Purple can only lie beside black and no one else, and black is to the yellow's right. When you have figured it out, head to the basement and place the bottles into the wine rack in the correct order.

Putting the colored bottles in the right order is the only way to open the hideout's entrance. The bottles are placed from left to right in the rack.

TIP If you are unable to figure out the puzzle, the correct order is: yellow, blue, red, black, purple. Purple is on the far right because it can only touch black, which is to the right of yellow. Yellow is on the far left because it is left of red and blue and we already know the locations of black and purple. Blue is not touching black which means red is. Yellow, blue, red, black, purple...simple.

When you place the bottles in the wine rack in the correct order, the shelves opposite the rack slide open to reveal the entrance to the thieves' hideout. Drop into the entrance with the dark rope and walk into a large hall with floating platforms. Save here before walking over the control levers to the right.

To move on, Bilbo must manipulate the floating platforms to form a walking path to each of the three doors. Treasures await behind the doors on each side of the hall. The door along the back wall will not open until you press the buttons from within both side rooms. To move the platforms, select one with the green square, then find a platform with which to swap positions. This switches the positions of the platforms selected. You can only move one pair at a time, but there is no time limit, nor is there a limit to the times you can move a piece.

To reach the door on the lower-right, Bilbo must form a path from the switch that opens it in the top-left corner.

Change around these platforms to collect the treasures behind the doors along the side walls of the hall. To open one of these doors, Bilbo first must press the corresponding button at the opposite corner of the hall. After you press the button, there is a limited amount of time to reach the opened door before it closes. This means that Bilbo must arrange the platforms so that he has a clear path from the control platform to the door button, and back to the correct door. To access both side doors, Bilbo must move the platforms twice. Open one door, then come to the control platform to rearrange and open the second door.

NOTE You cannot rotate the platforms. You can only move them from one place to another. Also, Bilbo cannot jump over the rails of the platforms. A path must reach from one point to another.

You have a limited time to reach the door once the button is pressed.

Inside each of the side doors is a pair of locked chests and a button that opens the door. After Bilbo collects the treasures from the rooms, move the platforms to form a path to the door opposite the control platform. This door is marked with blue Courage Points.

Save the progress as you enter the next room. Another puzzle awaits Bilbo. This time, you must place barrels filled to different levels onto corresponding platforms to open each of the three doors. The plates are pressure sensitive, so you must place the correct barrel in order for the plate to stay activated. You can determine a barrel's weight by the dark-colored rings around the barrel; the darker, the heavier the barrel.

After both side rooms are raided, arrange the platforms to reach the opening opposite along the back wall.

To find out the combination of barrels that opens each door, step onto one of the six platforms. If it lights up, then it also lights up one of the two torches on one of the three doors. Look around to see which door the plate affects. To open a door, both torches must be lit, then you must place a barrel to keep the door open so Bilbo may pass through. This is a game of trial and error. Place a barrel on a lit-up plate then walk from plate to plate to see which plate is next in the combination. After a door is open, reset the plates by removing all barrels.

To open the door on the left, the medium and light barrel must be doubled to keep the plate activated.

The right room is the correct door to go through to move on, but the other two doors hide chests. Start with the door on the left. Step onto the far right platform closest to the entrance to light one of the two torches on the left door. Walk forward from this plate onto the next plate on the far right. This lights the second torch, and opens the door on the left. However, because this platform requires the heaviest barrel to keep it activated, Bilbo must double the remaining barrels onto this one plate. Run to the opened door and work your lock-picking magic on the gold chest. A Training Scroll is Bilbo's reward. This one teaches Bilbo Master Jump Tactics with his Walking-stick. This attack does more damage and knocks back enemies in a larger radius than before.

To open the back door, you must place the barrels on three platforms. Watch for the torches to light to know if you are trying to open the correct door.

Take off all barrels from the plates to reset the doors. Open the back door. Place the lightest barrel onto the corresponding plate on the far left, nearest the back door. Place the medium barrel on the middle plate near the entrance. Place the final, heavy barrel on the remaining middle plate. Two gold chests await a good lock-picking.

The door to the right opens when you place the barrels, starting with the lightest barrel on the front left plate.

Clear the barrels off the plates to reset the doors, then place the lightest barrel on the left plate nearest the entrance. The right door's first torch lights. The second torch lights when the medium barrel is placed on the middle plate near the back door. The heaviest barrel is on the far right, in line with the medium barrel. With all three in place, the right door opens. Walk into the opened doorway and save the game.

Goblins and thieves are meeting in the next room. This is where they are keeping the Black Arrow. Walk into the room to get an earful of conversation taking place below. While they go over their plans to take over the town, Bilbo sneaks into the room to steal the Black Arrow visible behind them. Open the chest and pull out the Ring. Disappearing is the only way to grab the arrow undetected.

Jump down to the top of the nearest crate. Don't worry—the thieves and Goblins don't see anything above their direct line of sight. So as long as Bilbo stays higher than them, he goes unseen. Put on the Ring to be safe and hop to the crate near the pacing Goblin. Jump to the large Courage Point on the opposite crate. Bilbo can even jump over the heads of the passing guards without being seen, but it startles them, causing them to pause and look around. Sneak to the Save Pedestal and save the progress. Grab the satchel of Pennies from the ground nearby.

Jump onto the crate that showcased a large Courage Point, then on the crate against the wall above the Save Pedestal. Jump to the wooden platform along the wall. This platform provides a view of more pacing guards and some Penny sacks on the floor. Pop on your Ring and collect the loose Pennies. Run around the ground floor without running into any of the guards until all the loose items are in your possession. Jump onto the crates under the wooden platform when finished.

Use the crates to stay out of view of the patrolling thieves and Goblins. When moving from crate to crate, use the Ring to ensure Bilbo is undetected.

Grab the pink Courage Point from the crate near the congregating thieves and Goblins. Jump to the platform holding the blue chest and pick its lock. Save at the Save Pedestal by its side. Use the Ring's power and plop to the ground, then follow the blue Courage Points over crates and to the Black Arrow.

Grab the arrow and climb up the crates and onto the high platform in the room's corner. A long jump to a rope hanging above the meeting, and Bilbo can climb above the unsuspecting thugs. Climb the rope to the higher platform with another Save Pedestal. As you reach this platform, the thieves notice the disappearance of the Black Arrow and blame the Goblins for betraying them. A fight breaks out between them and Bilbo is left above them out of harm's way.

With the One Ring on, no one notices Bilbo sneaking off with the Black Arrow. Be quick about the theft or you could find yourself appearing at the worst possible moment.

Quest Complete

The door with the blue chest opens to provide an exit. To get there, Bilbo must use ropes to reach the Courage Point–filled platforms that circle the room leading to the opened doors. Be careful, as some ropes fall after momentary use. Navigate the ropes to the Courage Points and around to the exit.

Quest Complete

TIP

It is a long jump from this dark rope to the pink Courage Point on the small platform. The dark rope drops if Bilbo is not careful. A Pole Jump takes you off the platform and onto the crates to reach the next ledge.

Exiting the warehouse through the open doors leads to Bard. He sends his Men to the warehouse when Bilbo gives him the news of thieves and Goblins fighting there. He is also indebted to Bilbo for returning the Black Arrow, an item that has been in his family for generations. Your usefulness continues to amaze those around you. Bard tells Bilbo to see him again when Bilbo is ready to leave the town.

This is Bilbo's chance to tie up any loose ends. Check your Courage Point and Silver Penny totals to make sure you've collected everything. If not, check the streets surrounding the city for anything Bilbo passed by. When all is in order, speak to Bard. With your good-byes said, it is time to ready Bilbo for the Lonely Mountain.

Chapter 9: Inside Information

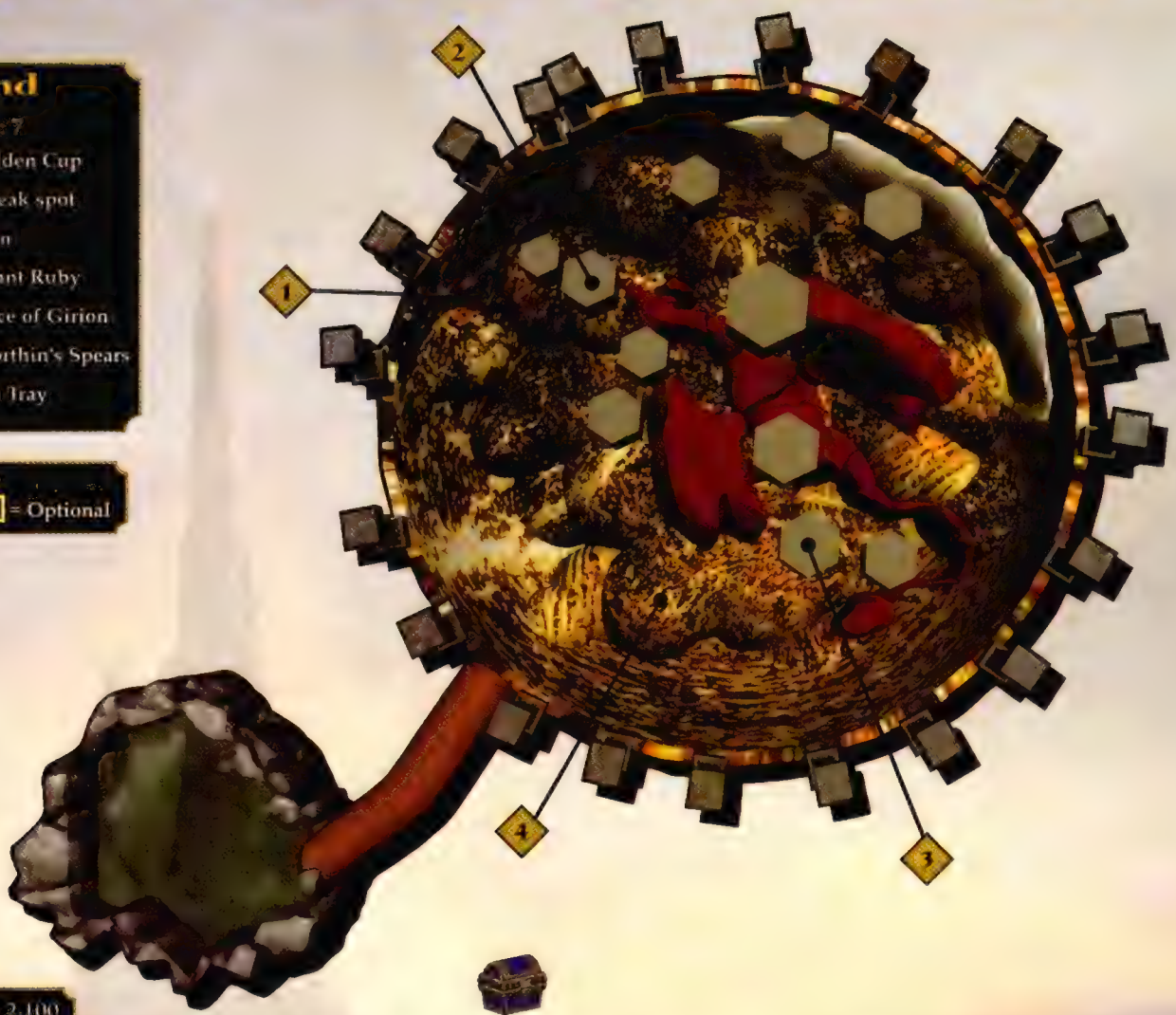
Legend

Quests: 7

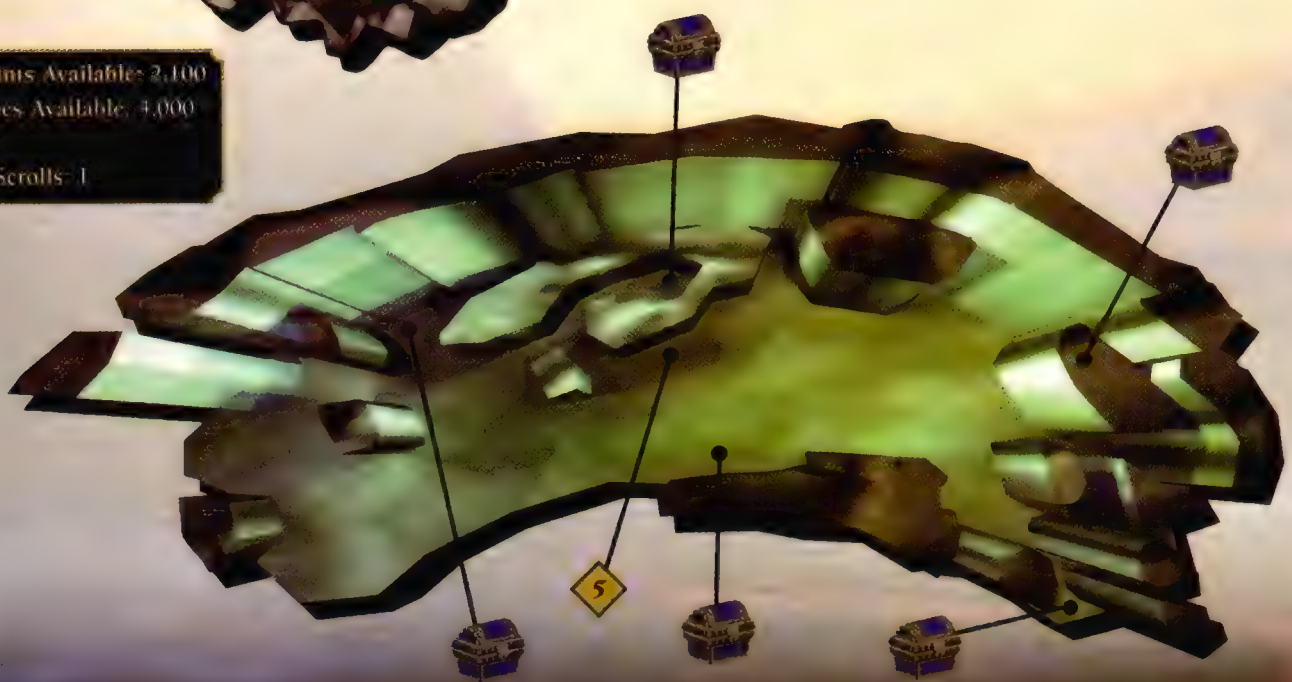
- ◇ Retrieve the Golden Cup
- ◇ Find Smaug's weak spot
- ◇ Bridge the cavern
- □ Find Groin's Giant Ruby
- □ Find the Necklace of Girion
- □ Find King Bladorthin's Spears
- □ Find the Golden Tray

Note

◇ = Required □ = Optional



Courage Points Available: 2,100
Silver Pennies Available: 4,000
Chests: 31
New Move Scrolls: 1



After days of rest in Lake-town, the Dwarves and their Hobbit burglar head for the Lonely Mountain.

Retrieving the Golden Cup

The Dwarves gather around the entrance to Smaug's lair. This is where they depend on their burglar, Mr. Bilbo Baggins. His task is to retrieve the Golden Cup from under Smaug's nose, literally. Talk with each Dwarf to hear their praise and words of wisdom before walking the long hall into the Dragon's lair.

Lucky for Bilbo, Smaug is sleeping. This means that Bilbo must be quiet as he sneaks up on the Dragon to steal Thorin's Golden Cup. An alertness bar appears at the bottom of the screen when he enters the lair. This bar tracks Smaug's alertness to Bilbo's presence. The noise of jumping, landing, and stepping on the piles of gold affects this meter. When the meter fills and becomes yellow, Smaug lifts his head, which spells danger for Bilbo if the noise persists. When the meter is over half full, stop in the current position and let the meter fall before continuing on. There is no real hurry here; you wouldn't want to wake a sleeping Dragon!

NOTE Smaug's lair is filled with gold pieces and treasure chests galore. Open the chests, but keep in mind that stepping on gold will catch the attention of the sleeping Smaug.

Courage Points steer Bilbo in the right direction throughout this level. Begin following them around to the right, stopping at the first banister on the left. A little detour funds Bilbo's journey. Grab the goods from the blue chest and hop back over the rail to the path you started down. Continue along this path to the ground level to another blue chest.

Bilbo, be careful not to step on the gold. The noise of shuffling gold quickly floods the alertness meter, awakening the sleeping Dragon. Keep to the platforms!

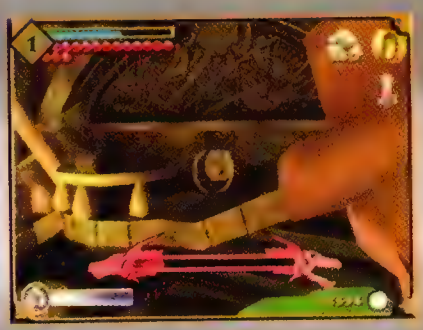
TIP Look under the path you just dropped from for another blue chest. You will find many hidden chests like this throughout Smaug's treasure-filled lair. Keep alert.

Do not walk across the gold to the next platform with purple gems. Use the platform near where you dropped to leap to them instead. A chest waits in the corner of the purple gem platform you pass as you continue toward Smaug's wagging tail. Use the nearby chain to reach the top of the column, then time the jump to the next platform so that Bilbo can run under the Dragon's tail as it rises. Save here at the Save Pedestal before grabbing the chest from underneath the tail.

Leap around a series of columns to a platform with more of the blue Courage Point markers and a wooden chest. Continue jumping from platform to platform to collect Courage Points. A blue chest appears to the left as Bilbo makes his way across the platforms. Use the broken wall to reach the chest and jump from the chest to the balcony behind it for a pink Courage Point and some Silver Pennies. Return to the path and use the hanging chains to reach another Save Pedestal on the ground floor.

Leap from the broken columns of the lair using the blue Courage Points to guide Bilbo. Take short detours for chests when they appear off the trail, but stay off the gold.

Left of the Save Pedestal, along the wall, is another blue chest to grab. Return to the pedestal and slide the moving stone toward the Courage Points to reach the top of the nearby ledge. Beware, the sliding stone quickly raises the alertness bar. Move this a little bit at a time if necessary. Climb to the next ledge and look toward the wall to a column with a Dwarf face carved into it. You will jump to this platform shortly, but continue to the top of the spiral column first.



From the top of the spiral column, toss a stone toward the switch along the wall. There is another way to reach this platform, but using Throwing Stones is more fun.

Equip the Throwing Stones and take aim at the switch on the balcony along the wall. This switch opens a small door beyond the column with the Dwarf face. Descend the ledges you are atop and jump to the Dwarf-faced column you overlooked moments ago. By the way, this switch could have been reached from a chain hanging near the last blue chest Bilbo opened, but throwing a rock here saves time and is more fun.

Walk around the ledge of the Dwarf-faced pillar and drop down for a few sacks of Silver Pennies and the Necklace of Girion. This necklace is of little use now, but Bilbo may find that one of the Dwarves seeks the precious jewelry. Keep this and hop back to the spiral column. Climb to the top and jump to the hanging platforms high above the treasure-strewn floor.

Use the chains dangling between the hanging platforms to cross between them. The platforms lead to an especially long chain that allows Bilbo to slide all the way down to Smaug's sleeping head. Look for the Courage Points to indicate the hanging chains. When you reach the long final chain, slide to the floor. Bilbo timidly grabs the Golden Cup.

You can cross the hanging platform with the dangling chains. A final chain dangles all the way down to Smaug's sleeping head and to the Golden Cup. Shh!

Thorin will be most pleased with his fine Hobbit burglar, if you can safely return the Golden Cup to him without waking the sleeping Dragon. Hop to the platform away from Smaug's nose. Being this close, it is very important not to make too much noise, especially as Bilbo jumps to the blue chest to the left. Keep going to the left along the side of Smaug's body. Blue Courage Points line the way, if you are unsure of the path. This path returns Bilbo to the wagging tail of the still-sleeping Smaug. Save as you pass the Save Pedestal.

Continue to backtrack across the path to return to the long hallway that leads to the Dwarves outside Smaug's lair. Return the Golden Cup to Thorin. As you near the Dwarves, Smaug awakes and realizes that the Golden Cup has been taken. Doesn't he have enough treasure that he could spare a cup or two? Thorin is pleased to have the Golden Cup, but has failed to plan for slaying the mighty Dragon. Bilbo comes to Thorin's aid and offers to sneak into the lair to see if he can't find a weakness in the magnificent Smaug.

Quest Complete

Finding a Weakness

Run down the long hallway to reenter the treasured lair of the fire-breathing Dragon. Smaug is much more alert as Bilbo enters the lair. In fact, he can smell the presence of the thief that has just robbed him; however, he cannot see him. Let's try to keep it that way. Slide the One Ring on Bilbo's finger and enter the lair. This is a good time to save.

Bilbo must reach the large hanging platform high above the floor to spy on the mighty Dragon. From this vantage point, he may spot a weakness. First Bilbo must make it to the platform undetected. Thank Gollum for the Ring you possess, for without it you would be a charred Hobbit. It's no wonder the Ring was his "Precious." Put on the Ring and head down the path to the right.

CAUTION Although Smaug no longer sleeps, noises still give away Bilbo's position. Keep an eye on the alertness meter and the Ring meter as you proceed to the high platform.

Use the safety of large platforms to hide from Smaug's sight while recharging the Ring. When Bilbo glows red, he will be in sight should he become visible. Run along the broken path, following the Courage Point trail. A wooden chest sits atop a pile of gold pieces near the first Save Pedestal on the right. Bilbo needs to be both invisible and quick to open it without setting off the alertness meter. Be careful when attempting to open this chest.

Use large pillars and slabs of broken stone to hide from Smaug's sight while recharging the Ring. Remember, if Bilbo is glowing red, he can be seen.

Keep along the path, past the sliding stone from earlier and toward Smaug. Bilbo must pass right in front of the alert Dragon to reach a Dwarf-faced column on the opposite side of the lair. This is a mad dash across the lair that, if it takes too long, will exhaust the Ring's energy. Be quick and nimble from platform to platform until Bilbo is safe from view around the backside of the Dwarf-faced column. A pleasantly placed Save Pedestal is here; use it!

The next task is just as daunting. When the Ring is charged, hop up to a hanging platform and cross a series of chains and platforms until you reach the safety of the large desired platform. Watch for swinging chains. There is not enough time to judge jumps, so be swift and accurate. When you reach the top of the large platform, catch your breath, grab the cluster of Courage Points, and walk to the edge to trigger a cutscene.

Quickness is the key when jumping from the hanging platforms and chains to reach the desired platform. The Ring's energy depletes if you're not careful.

Bilbo and Smaug exchange riddling talk as the Hobbit searches for a weakness in Smaug's seemingly impenetrable scales. Despite his confidence, Smaug exposes a weakness in his jeweled underbelly. Bilbo is prompt to excuse himself after a weakness is found, but then finds himself at the Dragon's mercy when Smaug discovers Bilbo's whereabouts. With Smaug now angry and vindictive, Bilbo runs for his life.

Quest Complete

You've heated things up now, Bilbo. Smaug is now ill-tempered and ready to charbroil himself a Hobbit. Listen for his roar to know when a flaming blast is coming your way. The large pillars along the path provide safety from the fiery blasts. Before heading out, save at the nearby Save Pedestal, then wait for a blast to come your way while protected by the pillar you stand behind. After a blast ends, run to the next pillar along the path.

CAUTION Bilbo can only use the safety of a pillar twice before the immense heat crumbles it to the ground. Bilbo has no choice but to continue along the path, no matter how hot things get.

Scurry from pillar to pillar to escape the fiery blast from the angered Smaug. Listen for the roar to know when a blast is headed your direction.

TIP A quick and comfortable Hobbit can seek shelter behind every other pillar before he stops and waits for the fire to pass.

Continue running behind the safety of the pillars, avoiding the blasts of fire until Bilbo reaches the end of the path. A large white Courage Point marks the end of running for dear life. Bilbo tells of the Dragon's weakness when he finally makes it back to the waiting Dwarves. As he tells of the missing scale, the Thrush listens and flies off. At this moment, the now furious Smaug smashes the mountainside as he leaves the comfort of his lair. This forces Bilbo and the Dwarves to seek shelter from the crumbling mountain, trapping them inside the lair.

Treasure Hunting

Bilbo's size lends itself to volunteering to find a way to bridge the cavern that will lead the Dwarves out of the lair. Before helping them out, reward yourself with treasures throughout the lair while the Dragon is away. Talk to the Dwarves standing along the edge of the cavern; it seems they also want a piece of the treasure. Dwalin, Glóin, Balin, and Bombur have specific treasures they want Bilbo to collect should he come across them, resulting in four optional quests.

Remember the necklace you found earlier? It happens to be on Dwalin's wish list. Speak to him again to give the item to him. The remaining items will be picked up as you collect goods for yourself. With Smaug gone, Bilbo can trample around on the piles of gold. Walk over the pile of gold behind Glóin to find the first of many chests to the left.

Like before, the platforms in the piles of gold make a path around the lair to each chest. This pattern continues throughout the three levels of the lair. Walk from chest to chest, collecting the goods from within. A total of 31 chests are scattered throughout this level. I hope your lock-picking skills are up to it.

NOTE Many chests are scattered throughout the lair, and with Smaug gone, Bilbo is free to explore the area without any threat. We point out the hard-to-reach and hidden chests, but the majority are in plain sight and merely must be opened. The easiest way to collect all the chests, Silver Pennies, and Courage Points from the lair is to start at floor level and search every nook and cranny until all chests are opened. When the ground floor is cleared, start along the first tier of balconies and around the lair until that section is cleared, and so on. Explore the hanging platforms above the lair last.

This switch opens the small door behind the Dwarf-faced column on the ground level, revealing the Golden Tray that Bombur desires.

Follow the path of chests on the bottom level of the lair until it leads Bilbo to a Dwarf-faced column. A gold chest and a small door are on the ground level behind him. To open the door, climb up the platforms around the column and head to the right to a series of chains that lead to the switch. Bilbo must jump onto the handrail to reach the hanging chains. The same chains can lower Bilbo back down to grab the Golden Tray from the small door.

Walk along the ground level to a gold chest on the balcony. Hop over the banister, collect the chest, and head down the path. Bilbo will wind up on the other side of the cavern he needs to bridge. This is also the way to access the next tier of balconies. Walk until you come to a slab of rock in the path. Use this to jump onto the ledge along the wall and up to the higher balcony. From this higher balcony, jump to the chain, which leads to the next tier. Jump from the chain to the right and begin circling the lair, using the ledges to traverse between the portions of the balcony.

This gold chest on the other side of the banister is the marker for the way up to the next tier of balconies.

The switch for the Giant Ruby is on the first tier of balconies, after climbing up from the other side of the cavern. Circle around this tier of balconies to find the ruby near where Bilbo climbs up.

Bilbo quickly finds another switch. This one opens a small door to reveal Gróin's Giant Ruby. Continue on the path around the lair. Bilbo can find the Giant Ruby on a platform just before the chain he used to reach this tier, when he comes full circle. Look for a pair of hanging chains and a slanted rock below to know when to lower Bilbo to the platform to grab the ruby.

From the platform on which you find the Giant Ruby, walk onto the banister and around the slanted stone slab to find King Bladorthin's Spears.

From the platform with the Giant Ruby, jump onto the banister and carefully walk around the slanted stone slab. Bilbo finds a balcony full of goodies and King Bladorthin's Spears. Continue to jump from the different sections of the balconies until Bilbo clears all the balconies.

Access the hanging platforms from the platform where the Giant Ruby switch is. Jump from one hanging platform to the next, circling the lair. These platforms and chains move, so time the jumps so Bilbo does not fall to the treasure-strewn floor. Jump to both arches to collect the golden chests. One hides a Training Scroll that enables Bilbo to learn Master Jump Tactics with Sting. The Courage Points on the chains dangling from the hanging platforms are tricky, due to the platforms' swinging. To ensure the chain is within range before jumping, wait for Bilbo to extend his arm to reach.

Jump to the hanging platforms from the balcony that holds the switch and Giant Ruby. These platforms move, so be careful when jumping between them.

NOTE The Training Scroll found in the gold chest atop the arch teaches Bilbo Master Jump Tactics. This is a more advanced Jump attack that increases damage in addition to knocking back a single opponent.

TIP Use Pole Jumps to move from the swinging platforms above the lair floor. Also, use this vantage point to look down for any unopened chest that has slipped through your search.

Bridging the Cavern

With all the treasure Bilbo could handle shoved in his pockets, head to where you left behind the Dwarves and prepare for the task at hand, bridging the cavern. Return the treasure items to the respective Dwarf and then save the game.

Quest Complete

Drop to the platform under Thorin, then enter the chasm. A series of chains and platforms help Bilbo reach the bottom of the cavern. Use the Courage Points to guide you down to the water at the base of the cavern. Chests scattered around the watery floor need a good picking.

This spiral of water prevents the water from filling the cavern. Plug it with the moveable stone.

A spiral of water that drains from the falls prevents the cavern from filling. This may be the way to provide a bridge above. There is only one way to find out. Plug the spiral with the nearby moveable stone. Instantly the water fills the cavern floor. Quickly move to the nearby platform with the string of blue Courage Points.

TIP Glowing rocks are placed throughout the cavern along your path. Break them as you pass for the hidden pick-ups.

Follow the Courage Points across the platform to another moveable stone. Slide it over the dark square in the ground to seal off the potential drain and continue jumping the platforms in the direction of Courage Points. Bilbo finds a Save Pedestal, and another moveable stone. Save, and position the stone over the drain.

Bilbo must plug all the drains with moveable stones to fill the cavern with water. A large door that provides a bridge for the Dwarves floats to the surface.

Again, follow the Courage Points across platforms to the next drain. Move the stone over the drain and continue to the next one. Before jumping to the platform in the middle of the rising water, continue on the platforms along the cavern wall to collect sacks of Silver Pennies. Return to the platform in the middle of the water and jump to the vine with Courage Points. From here you can jump from vine to vine to the large wooden door as it rises.

Bilbo can rest at ease as the water fills the cavern and he and the door float to the surface. Bilbo has saved the day, this time by providing a bridge. Talk to Thorin at the top of the cavern and walk up the steps into the Dwarf-city of Erebor.

Chapter 10: The Gathering of the Clouds

Legend

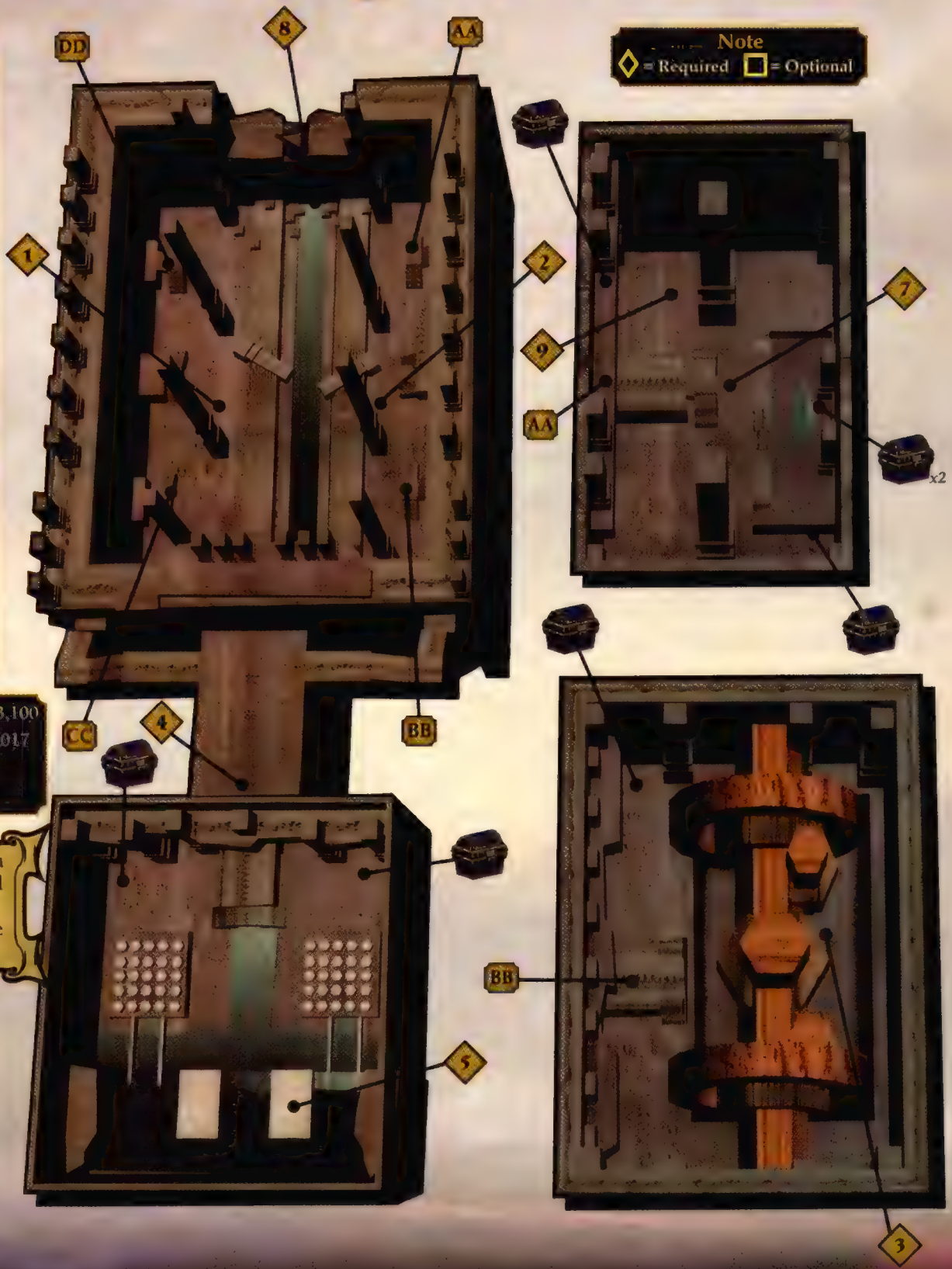
Quests: 16

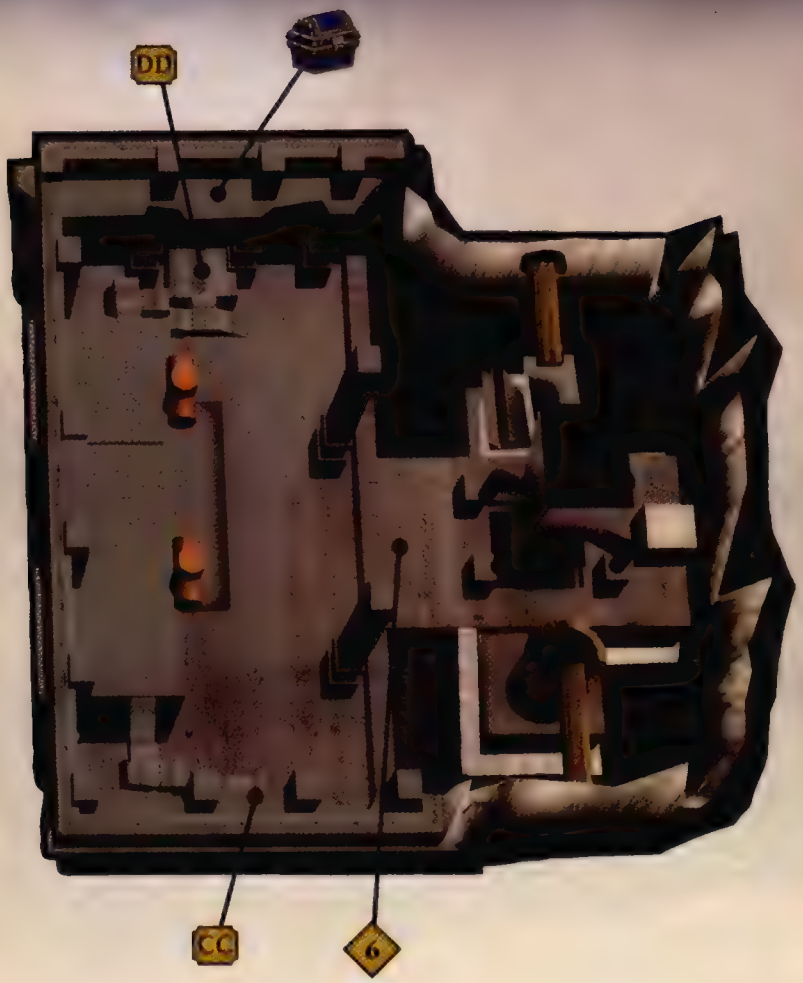
- Retrieve the Arkenstone
- Open the doors
- Activate the lifts
- Repair the gears
- Power the gears
- Activate the Forge
- Light the Forge
- Power the bellows
- Power the cooler
- Get the treasure key
- Get the first Throne Key
- Get the second Throne Key
- Open the Treasury Room door
- Power the door
- Find missing chain
- Expose the keyhole

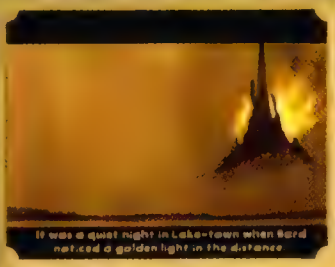
Courage Points Available: 3,100
Silver Pennies Available: 1,017
Chests: 12
New Move Scrolls: 1

NOTE If you found the scroll on the previous level, there is no scroll here.

Note
◇ = Required □ = Optional



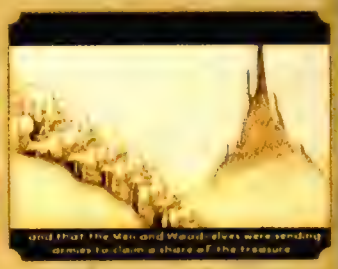




The Men of Lake-town think it is gold they see in the sky. Bard knows better. He knows it is Dragon-fire that lights the sky.

The Dragon attacks Lake-town. Arrows splinter against the Dragon as it spits fire. A Thrush flies to Bard and whispers what Bilbo saw.

Bard shoots his Black Arrow toward the hole in the Dragon's chest—the one chink in its valuable armor. The arrow kills the Dragon, sending it falling to the lake.



With the Dragon dead, armies of the Men and Elves come to claim a share of the mountain's fortune. Thorin sends for his cousin Dáin to send an army.

Search for the Arkenstone

If Thorin wants Bilbo to find the Arkenstone, that's what he will do. Especially if Thorin's willing to give up the mountain's treasure for it. Wade across the water and save the game at the Save Pedestal.

Go across the water and talk to Óin. He can't figure out what to do with the blocks, but Bilbo can. The two blocks on the ground must fit into the holes in the wall nearby. The missing blocks form runes that look like the letters Y and X on the wall. Flip and rotate the blocks by pressing the action button to grab them, then the jump button to flip. After they are in the position that completes the letter, grab them and push them into the respective holes. The block in front of the broken Y needs to finish the X and the piece in front of the X must finish the Y.

That was good, but two more blocks on the other side of the room need the same treatment. Once across the water, Bilbo sees two incomplete renderings of runes that look like the letters K and R on the wall. Nearby are two blocks with writing on them. Flip and rotate the blocks to match up with the letters on the wall. This time the block in front of each hole is the correct block that fits. After Bilbo inserts both pieces, the letters K and R are highlighted on the wall.

After both blocks are flipped and rotated, they should look like this. Push them in the right hole.

After the blocks are turned to the correct position, push them into the wall. The blocks form glowing runes that look like the letters K and R.

After Bilbo pushes the last block into position, the doors around the area open for the Dwarves to move through. With the doors open, explore the large room. Climb the wooden scaffolding near the Save Pedestal. From the third level of the scaffolding, jump to the top of the stone pillar to collect Courage Points and a Gear Belt.

Quest Complete

Climb down the scaffolding and collect the goodies in the area. Courage Points are all over the place, along with ceramic pots to break for hidden treasures. Check the staircases, the stone blocks in the corner, and the area around the waterfall for any Courage Points or pots. Collect everything in the room, but don't enter any open doorways yet.

After Bilbo loots everything within reach, save the game and head for the open doorway to the right of the X and Y blocks. Near the base of the stairs is a picture of gears. After Bilbo enters the passage, the screen shows "Gear Room." Each room displays a similar message upon entering the corresponding tunnel.

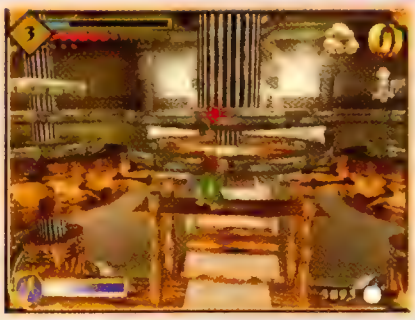
Treasure is around the room. Some is easy to collect and some is harder. Acquiring the Courage Points on the stone wall in the corner takes a well-placed Pole Jump.

Ready the Walking-stick and follow the passage. After you jump the debris in the tunnel, red and green spiders swarm. Use the stick to beat them into pulp. When you can, slam the stick on the ground to damage all the spiders in the area. Keep up the attack until they're dead.

These spiders may be mean and poisonous, but after a few hits they die like any other monster.

When the coast is clear, use Antidote and Health potions to treat Bilbo's wounds. Follow the hall until he reaches the large Gear Room. Talk to Bombur to hear about how to get the place running, then save the game. After the gears work, the carts near the ceiling move Bilbo through the different areas.

Smash the pots scattered about the room. Some are empty, but others contain Silver Pennies. Work down to the bottom of the room and collect the bags of Silver Pennies in the corners. Jump to the wooden scaffolding behind the large gears and collect the Courage Points as you climb to the top. At the top, you notice the gears are broken. Bilbo finds a Gear Belt that fixes the problem. Press the action button when Bilbo stands next to the broken gear and select the Gear Belt from his inventory. You just repaired the gears.



The first part to finding the Arkenstone is to repair the gears. Put the Gear Belt on the broken part to get the gears running.

Bifur tells Bilbo to go to the Water Room to get things moving. Climb down the scaffolding, jump to the walkway, and backtrack to the large room where he started. After entering, run down the steps and to the left. The large open doorway in the corner leads to the Water Room.

Climb the next few sets of stairs until Bilbo comes to some pots and a large statue at the top. Smash the pots, then look at the plaque near the statue's base. The runes spell out "Erebor" but they look like H, arrow, H, R, A, arrow. Memorize those runes, then run to the floor pad across from the statue. There you find more runes, but you only need to remember the ones from the plaque. Step on the appropriate runes in the same order, and the door at the end opens.

The writing at the statue's base might not make sense to you, but you must remember the runes. Touch the same runes on the ground across from the statue to open the next door.

NOTE Don't concern yourself with the other set of stairs near the statue. They lead to the same big room with which you are familiar.

Run into the Water Room, save the game, and talk to Glóin. Bilbo must redirect the flowing water to power the other rooms. Run down the steps and check around the room. Smash the pots to collect Silver Pennies and potions. In the back of the room near the large waterfalls are two tall stone ladders. The right one is broken, but the left is perfect to climb. Collect the Courage points as Bilbo goes to activate the switches below.

After you turn the switches in the right direction, the grid will look like this. Twelve switches must be turned. Water flows through all four canals.

After Bilbo throws the lever, he controls the switches below. Use the D-pad to select the switch and move the green square over the switch. After the green square is over the switch you must change, rotate it left and rotate it right. After water fills the top left canal, something moves in the Treasury Room with the Arkenstone. Water in the top right canal gets the gears you fixed earlier moving. And water in the two side canals opens secret compartments containing hidden chests.

The work in this area is done for now. Water flows through the mountain and the sky carts move near the ceiling. Jump on the hanging chain near the level and ride it to the bottom. Run to the hall containing the floor grid and take the left staircase to return to the large room. Run up the small set of stairs to a large open doorway that has a picture of a bellows. That hall leads to the Forge Room. As Bilbo runs down the hall, kill the red and green spiders that try to poison him.

Quest Complete

These stairs and the hall beyond look familiar. What's different about these steps is that they lead to the Forge Room; there's a picture of a bellows on the wall.

The Forge Room looks like the largest room so far. Take the stairs leading down and smash all the pots around the area. Jump over some debris between the stairs and run to the area under the stairs to collect the Courage Points. A lot of poisonous spiders guard them. Run to the left side and wipe out the spiders that appear there. After that area is clean, run to the right side and do the same.

Save at the Save Pedestal in the center of the room and speak with Bifur. He tells Bilbo that to start the forge, the Hobbit must light the fire. Run past Bifur and down the walkway to the right, collecting Courage Points as you go. When you get to the back of the forge, climb the stone ladder to the top. Start a fire under the forge by standing Bilbo next to it, then pressing the action button. Now that the forge is lit, return to the path and follow it to Bifur and the Save Pedestal.

That must be the biggest forge in Middle-earth! You must get it working to find the Arkenstone for Thorin.

Now that Bilbo has explored the Forge Room's bottom level, walk up the stairs and explore the upper area. There are pots to smash and points to collect. With the top area clear, climb the top set of stairs. When a moving cart comes by, jump on. It's a quick trip because Bilbo must jump off onto the landing on the room's side. If you enter the tunnel, you've gone too far. On the landing, smash ancient ceramic pots and collect the goodies. Run to the tunnel entrance and stand on the highest point. When another cart rushes in, jump on it and ride it to the next room.

Now Bilbo can get to those hard-to-reach areas. Don't fall off when you're over a room because it's a long way down.

Jump off the cart after entering the next room. Bilbo ends up on a side walkway above the Water Room. Grab the Courage Points and the key mold in the area's center. Run to the tunnel you came from and hitch a ride on another cart. This cart takes Bilbo around the room and past another tall platform with a switch on it. This was the platform he couldn't reach before because the ladder was broken. Jump off the cart and grab Courage Points and a scroll for Master Jump Tactics. (If you found this scroll in the previous chapter, it won't be here.) If those spiders thought Bilbo was tough before, they are in for a world of hurt with this new move.

TIP Here's an easy way to defeat most of the spiders in this level, especially in the long halls to the side rooms. Climb over the rubble and equip the Ring. Go forward until the spiders appear. Turn around and jump over the rubble. Un-equip the Ring and equip the Walking-stick. Watch the spiders, and they will sometimes run up near the rubble behind which you are hiding. You may need to jump over the rubble and jump back to draw their attention if they don't run near the rubble. When the spiders are near, do a Jump attack with a full Weapon Meter. With the Master Stick Jump attack upgrade, you'll damage the nearby spiders with a Jump attack with no risk of harm to yourself!

The lever Bilbo finds at the top of the stone pillar works the same way as the lever he used before. Press the action button when he stands next to it to gain control of the valves below. After you turn 10 valves, water flows through all four canals. Water flowing through the two side canals opens secret areas containing chests. The top-left canal starts the bellows going in the forge. The top-right canal gets water pouring. After all the water flows, jump on another cart and ride it to the next room.

Quest Complete

The next room Bilbo finds himself in is the Gear Room. Fall off the cart as you enter to land on the walkway above the room. You don't have to walk far before the spiders swarm from the walls. Put your new fighting moves to the test and wipe the floor with these vile things. Collect the Courage Points the spiders leave behind and the ones scattered about the area. Get to the tunnel entrance and jump on another cart when it gets close enough for Bilbo to reach. Ride it out of the Gear Room.

This second set of valves works like the first. After all the valves look like this, water flows through all four canals.

Bilbo ends up in the Treasury Room. You'll get to the bottom floor later, but for now Bilbo has business at the top. Before the cart enters the next tunnel, jump to the upper walkway in the room. Save at the Save Pedestal and check the back wall for a little alcove with a chest to open. As Bilbo runs toward the exit tunnel, you see Courage Points across the room. The only way to get those is not pretty. Bilbo must walk along the narrow border around the room to retrieve them. What kind of master thief would he be if he left them behind? Walk along the border and around the support beams until they are in his grasp. Backtrack to the tunnel exit and run into the next room. The carts are too high to reach.

Ah, the Treasury Room. No time to dwell on what to stuff your pockets with yet. Bilbo still has work to do.

TIP If running along the border around the room scares you, have Bilbo fall near the edge. He grabs on and you can slide him along as he hangs on. It is slower, but you save yourself the risk of Bilbo taking a wrong step and plummeting to his death.

At the end of the tunnel, Bilbo is in the main room. But this time he is above everything. Because he's never been up here, it is time to loot the place. Run to the left and smash pots and collect Courage Points. After debris blocks Bilbo's path, jump on a metal chain near the ledge to lower him to the ground. Climb up and jump on one of the moving carts.

The cart takes him across the room to another ledge full of goodies. Jump off and save the game. The walkway is broken in half with only a narrow beam in between, and that narrow beam is broken. Run to its end and Pole Jump to get across. On the other side, collect the Courage Points, smash some pots for Silver Pennies, and pick up Throne Key Mold 2. After retrieving the mold, evil spiders attack. Use the Walking-stick to put the hurt on them. After they're all dead, jump on a metal chain near the edge of the walkway until it lowers.

Climb up the chain and jump to the upper walkway. Go to the spot where you grabbed the mold and walk Bilbo along the border that hugs the wall. It's narrow, so be careful he doesn't fall off. Collect the blue Courage Points as you go. At the end, Bilbo ends up on a platform where the water flows down into the main room. Collect more Courage Points and smash more pots while he's there.

These side walkways high above the main room are hard to get to, but they are worth the effort. Look at the cool items you can collect.

On the other side of the large platform is another narrow border to follow around the room. After collecting more blue Courage Points, Bilbo comes to another landing on the room's side. A few steps forward and red and green spiders emerge from the walls to greet him. Give them a quick death with a few swipes from your Walking-stick. Continue down the platform and toward the Treasury Chain. With the top platform free of valuable objects, jump on a hanging chain close to the edge. Ride it to the ground and save at the Save Pedestal in the center of the room.

Getting to those hard-to-reach places pays off. The Treasury Chain is one of the last few pieces Bilbo needs.

Now that Bilbo has both pieces of the key, he must run to the giant forge. As he enters the room, you can see that everything is running smoothly and a large fire burns in the forge. Run to the large contraption's right and stand next to the four-wheeled cart. Press the action button when Bilbo gets close and choose one of the key molds in the inventory to place on the cart. After Bilbo places it, run to the switch behind Bifur. Press the action button to activate the switch and send the key mold into the forge, then to the water. Pick up that key and place the next mold on the cart. Repeat the same process to make the second Throne Key.

Quest Complete

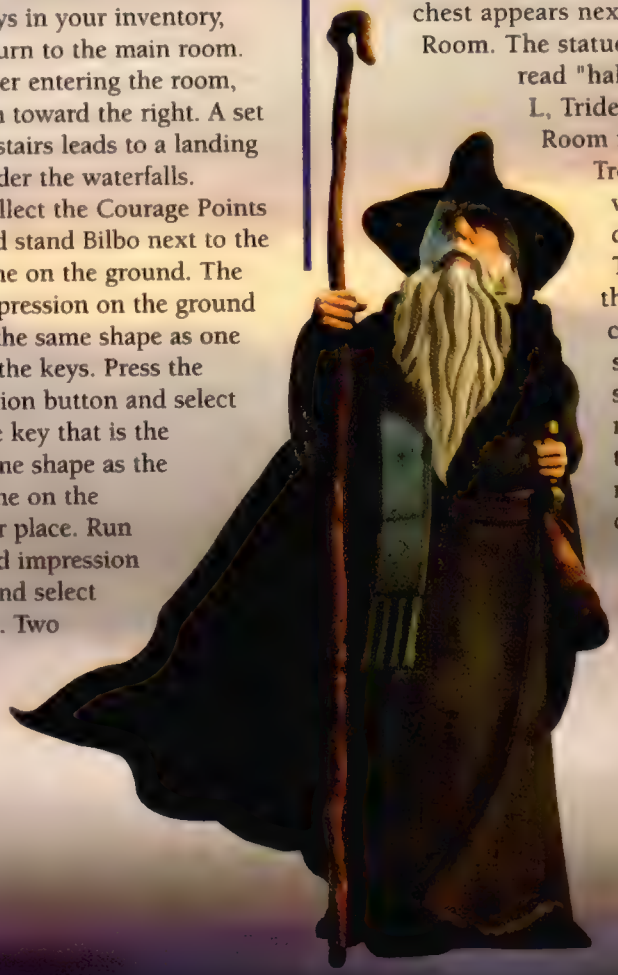
Now that the forge is working, you can make a key to retrieve the Arkenstone. Place the key molds on the cart to the right of the forge and use the switch to start the process.

With the two Throne Keys in your inventory, return to the main room. After entering the room, run toward the right. A set of stairs leads to a landing under the waterfalls. Collect the Courage Points and stand Bilbo next to the rune on the ground. The impression on the ground is the same shape as one of the keys. Press the action button and select the key that is the same shape as the rune on the ground. This places the key in its proper place. Run around the pillar nearby to find a second impression in the ground. Press the action button and select the second key to place it in the ground. Two stone pillars lower between the keys to reveal a large Courage Point and another key mold to collect.

It's time to return to the forge. Run to the forge's right, put the key mold on the cart, and send it into the fire. Pick up the key and Bilbo is that much closer to the Arkenstone. Return to the Throne Room, then into the Gear Room. A newly revealed chest waits in the wall to be opened. After opening the chest, run to the Water Room and open two more newly revealed chests. Ride the carts to the forge's top and to the other walkway above the room, where Bilbo collects Courage Points and opens another chest.

The large main Throne Room has a large throne at one end. After Bilbo makes the two keys needed to unlock its secrets, he is rewarded.

Return to the main Throne Room and look at the four stone statues that decorate the area. The base of each has more strange writing. When Bilbo steps on the corresponding steps on the grid that lead to the Water Room, hidden chests are revealed. The runes on the statue of Thrór look like "half an arrow, upside down Y, arrow, upside down V, arrow." When Bilbo enters this name on the grid in the right order, a secret chest appears next to the stairs leading to the Water Room. The statue of Thráin, which has runes that read "half an arrow, upside down Y, arrow, N, L, Trident," reveals a chest above the Throne Room near the large hole leading to the old Treasury Room. The statue of Thorin, which reads "half an arrow, upside down Y, upside down V, arrow, L, Trident," reveals a hidden chest above the Throne Room in the area where the carts emerge from the tunnel. The statue of Durin, which reads "F, a sideways fish rune, arrow, L, Trident," reveals a chest on the platform above the large throne. Spell out the four names on the grid and open the chests.



Enter the doorway that leads to the Treasury Room. Walk down the hall and fight the spiders that swarm Bilbo. After the spiders are dead, enter the Treasury Room and save at the Save Pedestal. Talk to Nori for advice on how to retrieve the prize. Move to the bottom floor and start smashing. Some pots have nice loot. Open the treasure chest in a side alcove along one of the walls.

The hard work in getting this place up and running pays off. Secret alcoves hiding chests are revealed.

Every pull of a chain gets Bilbo one step closer to treasure. After he places the final key, the large door opens and the Arkenstone is his for the taking.

Three chains hang on either side of the stairs. Use the stone blocks near each chain's bottom to jump higher. Grab the metal chain and it lowers, causing the pillar in the room to lower as well. After you jump on the third chain, climb it to the top. Jump to the ledge and pull Bilbo up. There are four hooks at the top, but only three had those chains he pulled. Follow the Courage Points and walk onto the hook that is missing a chain. When you get to the end, press the action button to place the Treasury Chain.

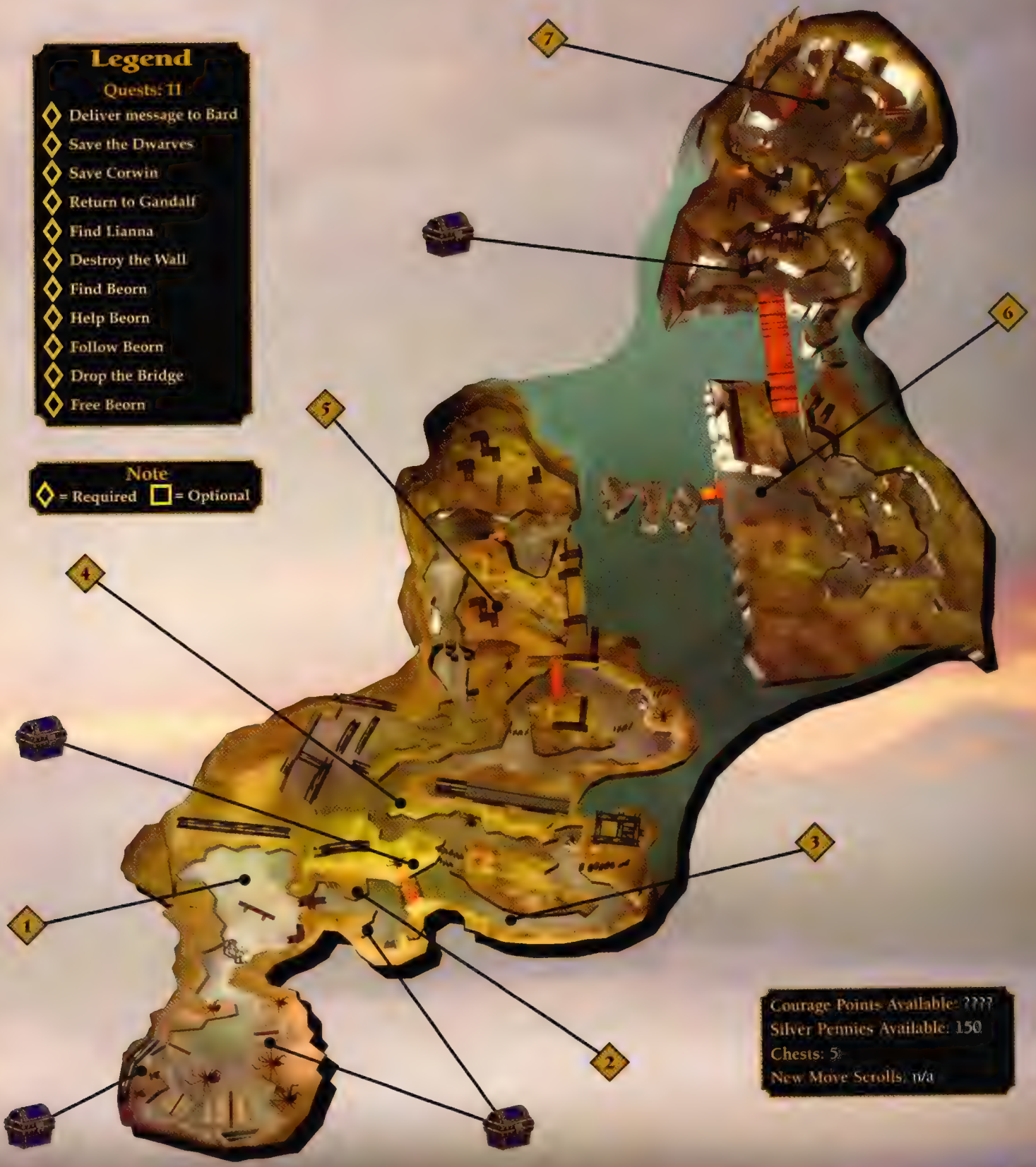
CAUTION Watch out for moving carts when Bilbo places the chain. Wait for one to pass, then walk across the beam to the end hook to place the chain.

Return to the platform and jump to the newly placed chain. The stone pillar in the room's center lowers to the bottom and leaves an impression in the ground. Ride the chain to the ground and run to that spot. Place the final key from the inventory. The huge doors swing open to reveal chests to open and more treasure. After you have everything, grab the Arkenstone glowing in the room's center. Congratulations on completing the level!

Quest Complete

CAUTION Don't touch the Arkenstone until you collect everything in the area. After you do, Bilbo moves to the next level.

Chapter 11: The Clouds Burst



Bilbo decides to stop a potentially stupid and selfish war before it begins by taking the Arkenstone as his reward and giving it to Bard and the Elven-king. They then offer to exchange the Arkenstone for the gold that Smaug has stolen from them. Thorin, however, refuses the deal and curses Bilbo.

The next day a legion of Dwarves arrive, led by Dáin, and three armies meet on the battlefield. Anger is definitely in the air. The Men have lost their homes and loved ones, while the Elves know what it is like to suffer under Smaug and want to help the Men rebuild. But Thorin will hear none of it. And so it turns to war.

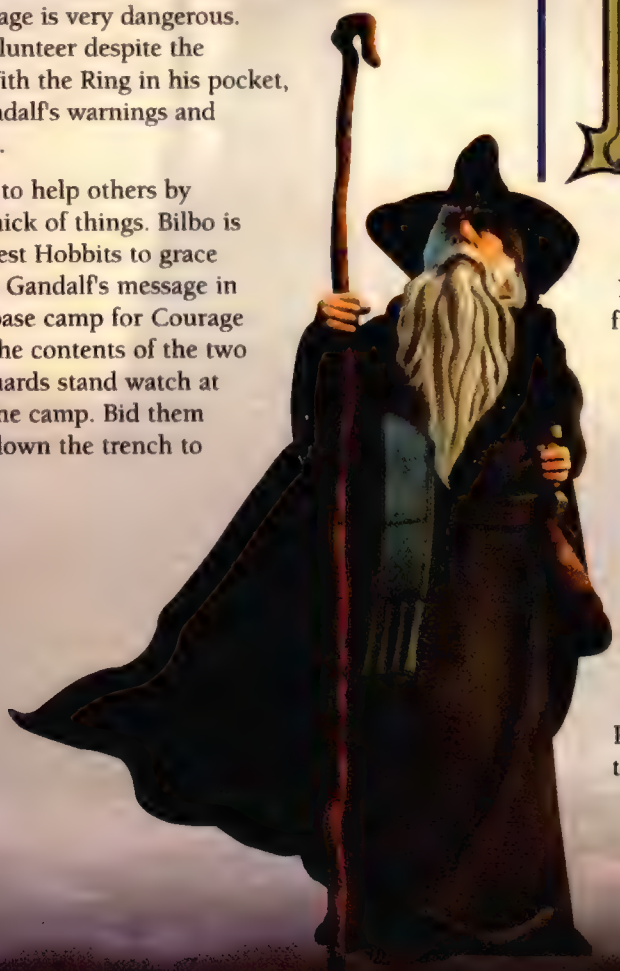
As the armies of the Men, Elves, and Dwarves rush in for battle, Gandalf appears on the battlefield with a flash like the lightning. "Dread has come upon you all," he proclaims. He then informs them that the Goblins of the North are on their way to attack.

Riding on Wargs, the Goblins approach full charge, forcing the legions to put aside their differences for the moment and pull together to take on the approaching evil. Bilbo decides to stand on Ravenhill among the Elves.

Gandalf's message

Gandalf has learned that Bolg's army is advancing on the Lake-Men from behind, and Bard knows nothing of the assault. A message must be delivered to him, but the battle is fierce and delivering the message is very dangerous. Bilbo is quick to volunteer despite the apparent danger. With the Ring in his pocket, Bilbo waves off Gandalf's warnings and accepts the mission.

Leave it to Bilbo to help others by jumping into the thick of things. Bilbo is truly one of the finest Hobbits to grace Middle-earth. With Gandalf's message in hand, explore the base camp for Courage Points and gather the contents of the two chests here. Two guards stand watch at the tunnel exit of the camp. Bid them farewell and walk down the trench to the stone steps.



NOTE The amount of Courage Points available in this level is limitless. Grabbing all the Courage Points in the paths is recommended, but not necessary. However, because of the sheer amount of points available, Bilbo should have no problem filling his health meter to the maximum of 30 bubbles. With this in mind, continue to grab Courage Points as you see them.

As you hop over the steps, the Dwarves call to Bilbo from up ahead. They are under fire and pinned behind a bunker. They ask him to get them out of there by using his Ring. Sounds simple enough. Grab the mushrooms, if needed, and the green gem from the clearing before running to their side. Put on the Ring and circle around the bunker and behind the attacking Goblins.

The Dwarves are under fire and need saving once again. Use the Ring to walk past their attackers undetected and assault them from behind.

Keep the Ring on until Bilbo is positioned out of sight behind the attacking Goblins. One by one, attack the bow-wielding Goblins. The Goblins keep their attention on the Dwarves as long as Bilbo attempts to dispose of them one by one. Should Bilbo bring the fight too near to the others, or in front of them, he attracts the attention of all the Goblins, making for a more difficult fight. But if Bilbo sticks to fighting one at a time, the fight is quick and painless. Use the safety of the Ring if things get out of hand.

Quest Complete

The Dwarves are once again in your debt, Bilbo. This is a reoccurring theme. A ladder lowers when the last of the Goblins falls under Sting. Climb this ladder and use the Save Pedestal nearby. Look over the edge of the trench to find a handful of warriors engaged in battle with Wargs. Drop down and aid them in their fight—they can use it.

Wargs are attacking soldiers in this trench. Give the boys a hand and join in their battle. Bilbo to the rescue!

When the Wargs are transformed into poofs of smoke and Courage Points, follow the purple gems up the steps to the right of the spikes under the bridge. Atop the steps is a path to the right that leads to a gold chest, but watch out for the spikes under the chest. Carefully jump over them and onto the platform to unlock the chest, then return to the top of the steps to cross the bridge, but do not cross yet.

CAUTION The bridge has suffered some damage and will crumble in the middle if stepped on. Below is a spiked trench floor loaded with exploding barrels. Watch your step and Pole Jump over the middle of the bridge.

Pole Jump over this bridge's center or you will end up in a massive explosion and in the midst of spikes protruding from the ground. Nasty.

Look for the splintered and cracked portion of the bridge in the middle. This portion will fall if Bilbo steps on it. Pole Jump to ensure Bilbo does not fall onto the spikes and exploding barrels below. This is a sight to see if Bilbo does fall, but it's not worth the incredible amount of damage he takes. Across the bridge is a group of mushrooms and another gold chest.

More Wargs attack soldiers below as you round the path to the next trench. Drop with Sting in hand and help. Follow the blue Courage Points toward the wooden fences ahead, after the area is clear of enemies and mushrooms. The fences weave Bilbo back and forth until another Save Pedestal can be accessed. Save here and jump up the steps into the next trench.

A catapult threatens the soldiers fighting in the next trench. Stopping this is a perfect job for Bilbo, but getting there requires him to cross through a major battle and span the entire trench. Bilbo could try to fight his way through the trench, but it is dangerous, especially when he has the Ring's power at his disposal. Put on the Ring for safety's sake before jumping into the trench and the raging battle. Weave through the fighting soldiers, while avoiding catapult fire, until you reach the first set of spikes. To the left of these spikes is an alcove filled with Courage Points. Use it for cover and to recharge the Ring.

Jump over the next set of spikes to find friendly soldiers keeping the fight from spreading. Behind them are steps that lead to the catapult. Hop up these steps and take out the Goblin at the control panel. He does not resist Bilbo's attack, giving him full control of the wooden catapult. Press the action button on the controls to turn the direction of the catapult toward the large fenced portion of the trench. A barrel flings into the fence to bring it to the floor. A swarm of Wargs run after the soldiers you've just passed. Pull the catapult lever to send more barrels to their rescue.

The catapult pelts the battle raging in the trenches. Use the Ring to weave through the fight without getting involved, and go after the catapult.

When you have had your fun with the catapult, walk around to the back to collect Courage Points. Walk behind the catapult and then the broken wall, on the right side, to find a whole mess of mushrooms and a Goblin that no longer wishes to join in the fight. He begs for mercy, so leave him and continue along the way, heading to a new passage at the broken fence.

Walk the trench to another Save Pedestal. After Bilbo presses on, Corwin comes into view. He needs help. Corwin is being attacked by a handful of bow-wielding Goblins and is dangerously outnumbered. After his call for help, Corwin's life meter appears on the screen, so you must act fast because it is decreasing rapidly. Rush in after the attacking Goblins, swinging madly in their direction. Use Bilbo's entire repertoire of sword fighting tactics to quickly end the assault on Corwin.

Quest Complete

Corwin provides cover fire for Bilbo so he can rush through the Goblin-filled trench to reach Bard.

Corwin thanks the Hobbit for coming to his aid and gives the whereabouts of Bard. To reach him, Bilbo must rush through a Goblin-filled trench. Corwin returns the favor and provides cover fire with his bow while Bilbo runs for it. Use the newly dropped ladder to enter the trench and put on the Ring to avoid getting involved in the fight ahead.

Climb the vine at the end of the trench and walk down the path to the next trench. A small platform leads into the trench where Bilbo finds Bard. Bilbo tells of the oncoming assault from behind, which Bard accepts with surprising contentment. He thanks Bilbo for the message and requests that he leave the battlefield to keep the Hobbit safe with Gandalf.

With Bard warned of the attack behind him, search for Gandalf.

Follow the Courage Points up the stone steps to the right of Bard's battle. Archers wait on the bridge at the top. Take care of them with the sharp end of Sting and collect the Courage Points on the other end of the bridge. Jump across the trench to the small wooden platform to reach another trail of blue Courage Points. Follow the gems until you drop back into the trench where Bilbo saved Corwin. As you hop down, the nearby wall explodes, blocking the path. Gandalf appears.

Lianna and the Skin-Changer

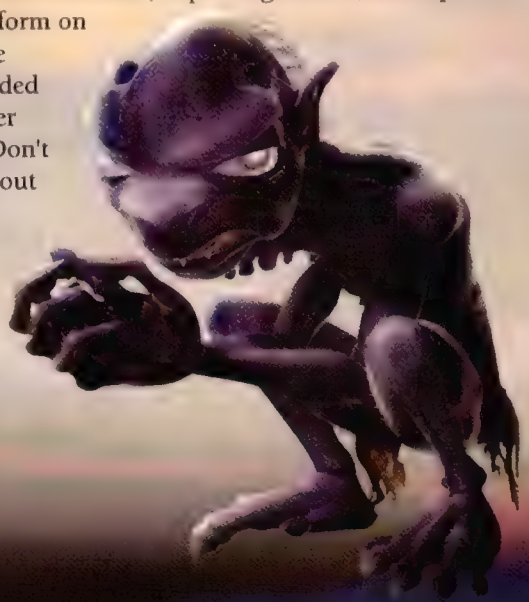
Gandalf instructs the young Hobbit to stay on the new path until he reaches the Elf, Lianna. She can protect him for the time being because Gandalf has another matter he must attend to. Do as the Wizard says and follow the path into another area occupied by a slew of Goblins. You can avoid or fight these Goblins. If you choose to run past, head for the steps in the back right corner of the clearing. Opposite these steps is a large group of Courage Points nestled behind a broken wall. Save at the Save Pedestal in the trench beyond the steps.

Hop up the opposite steps in the next trench to find Lianna single-handedly taking on an endless horde of Goblins. Heed her advice and run by while she stays back and fights. Bilbo must break down the wall while she holds off the attacking Goblins. Climb the nearby wooden ladder up to a catapult on the ledge. A blue barrel is the key to breaking the wall, but to grab it, Bilbo must find the lever that operates the ladder leading to it.

TIP

Lianna is a pro when it comes to fighting Goblins. She is so good that she doesn't need to collect the Courage Points that spill from the Goblins. Although dangerous, pick up these points as they fill the floor around her. Enough of these points and Bilbo receives added bubbles to his health, provided that he has not already maxed out at 30 bubbles.

Hop back into the trench and cross to the ladder with the blue Courage Points. Climb the ladder and circle around the broken walls to find a couple of Goblins, exploding barrels, and a pair of platforms. The platform on the left contains the missing handle needed to operate the ladder across the trench. Don't leave this area without collecting the few Courage Points found near the exploding barrels.



Take the ladder switch lever back across the trench and over to the control box left of the catapult on the ledge. Insert the switch and climb up the ladder it lowers to reach the blue barrel. Press the action button on the barrel to start a series of crazy events leading to the destruction of the wall. Lianna congratulates you on the good work and asks you to find Beorn the Skin-changer. He is in the form of a bear. Save at the Save Pedestal near the catapult and head for the broken wall.

Push the blue barrel onto the catapult below to start a series of events that lead to the wall's destruction.

Quest Complete

Jump from the ledge to the ladder and attack the Goblins on this platform. Watch for explosives tossed by the Goblins ahead. Use the platforms to reach the other side of the water, fighting Goblins along the way. A distant catapult fires barrels in your direction as you make your way from platform to platform, so watch for objects screaming through the air.

When Bilbo sets foot on the other side of the water, Beorn approaches him. Bilbo tells him of Bolg's advance and offers to help the bear to defeat him. Beorn shakes his head in amusement and invites the Hobbit to follow. Use the chain to lift him up to a nearby ledge as he follows the bear. The path he takes is blocked by spikes. Save at the top of the chain.

Beorn is a Skin-changer in the shape of a large black bear. He is the only one who can defeat Bolg, so do whatever it takes to help Beorn.

Drop down from the Save Pedestal and watch Beorn tear through a Goblin. The large bear stops on a bridge and requests that Bilbo lower the other half so that he may cross. To do so, hop onto the platforms on the right of the bridge and follow them across the water and to a ledge that runs along the water's edge. Creep along the ledge until Bilbo reaches a chain. Take the chain to the top to reach a gold chest, then hop down to fight the waiting Goblins.

Jump from the platforms to this ledge to reach the raised end of the bridge. Once you find it, toss a stone at the nearby exploding barrel to lower the bridge.

The path leads to the raised end of the bridge once the area is clear of opposition. Toss a stone at the exploding barrel conveniently sitting next to the bridge's lowering mechanism. The explosion causes the bridge to lower and Beorn rushes across. Follow after him, jumping up the stone steps at the end of the path and to a Save Pedestal in the next trench.

Quest Complete

Freeing Beorn

As Bilbo nears the next ledge he sees Beorn, who is trapped below in a force field that is slowly draining his health. The force field works through the combined efforts of the spell-casting Goblins that circle the trench. Bilbo is shown a series of blue barrels that will lead to freeing Beorn. Bilbo must act fast because the bear's health meter on the screen is quickly diminishing. Hurry, Bilbo!

Bilbo must use every blue barrel around the trench to free Beorn from the spell that holds him. Act quickly—his health is decreasing.

Run into the trench around to the left toward the first of the blue barrels. Ignore the fight and run to the left until you come across a set of sliding stairs. Run up the steps and circle to the left, then Pole Jump to the platform with the blue barrel. Press the action button on the barrel to watch the demise of one spell-casting Goblin.

TIP Don't fight with the Goblins that you pass through in the final trench. Beorn's health is fading fast, and this is no time to meddle with silly Goblins. For that matter, ignore all other deterrents in Bilbo's attempt to save Beorn.

Tracks serve as a ladder that leads to a higher ledge behind the first of the blue barrels. Quickly climb it and follow the path past a Goblin, then do a long jump to the ledge below. As always, look for blue Courage Points if you are unsure where you to jump. Another blue barrel sits along the edge of this platform. Push it over to watch a series of crazy events unfold as another spell-casting Goblin goes down.

From this platform, follow the Courage Points to a zip line and glide across the trench to another blue barrel. Look to the left to catch a glimpse of Bolg, a very large Goblin towering over the fight in the trench. Watch for the spikes on the wooden plank as you near the blue barrel. Jump over the spikes and release the barrel. Should Bilbo fall from this platform, a chain nearby helps him climb back to the planks.

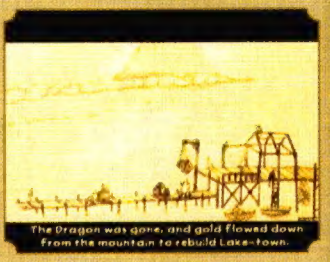
Work around the trench using the blue barrels to start strings of strange events that slowly release Beorn from the force field that holds him.

After these antics, a chain appears at the end of the plank where the barrel stood. Climb the chain and hop up the ledge to the right. Run through the path of spike strips, hopping over them to the best of your ability, and follow the Courage Points to the next blue barrel. What follows is a final string of wacky events that free Beorn from the force field so that he may attack Bolg. The task takes mere moments.

The final string of events frees Beorn so that he may defeat Bolg with a harsh swipe of his enormous paw. Lights out!

Beorn crushes Bolg, the Goblin-King, with one swoop. The Goblins are dismayed, but not defeated. Bilbo sees Eagles, then is suddenly hit with a stone and loses consciousness. The battle rages on around him and the Goblins are eventually driven from the Lonely Mountain.

During battle, Thorin is mortally injured. He asks Bilbo for forgiveness and tells him that he wishes he had the Hobbit's values.



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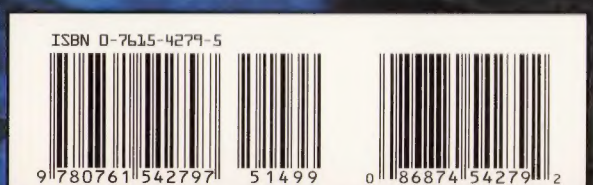
ISBN 0-7615-4279-5



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